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VOLUME 1
ISSUE 2

# Official U.S. PlayStation Magazine

FORMERLY P.S.X.

PaRappa The Rapper

Official U.S. PlayStation Magazine Issue 2 (November 1997)

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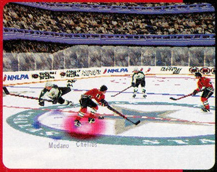
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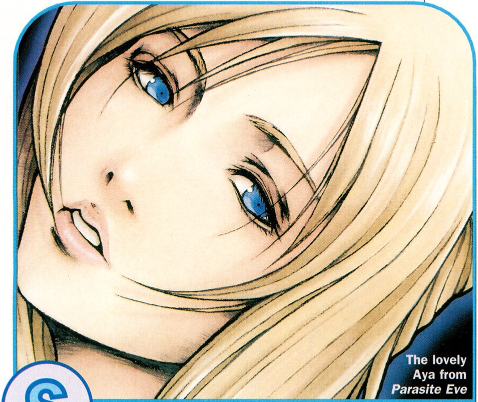

The lovely Aya from *Parasite Eve*

### Software Bonanza...

We're entering that time of year when the stores are hit with swarms of software titles competing for your gaming dollar. Last year's selection of games was good, but it really pales when compared to the amount of both quality and revolutionary entertainment we can look forward to this Christmas. Perhaps revolutionary is a strong word to use since we have different definitions of what that means in reference to games. Let's just say that there are game concepts explored in the latest bunch of titles that are clearly experimental, but are executed in a way that satisfies hardcore gamers and attracts newcomers alike. It will be interesting to see the long-term effects of titles like Monster Rancher, PaRappa the Rapper, IQ, Fly by Wire, Parasite Eve and Bushido Blade. It's also refreshing to see tried-and-true concepts taken to new levels. I'm talking about 2-D side-scrollers like Castlevania, vertically scrolling shooters like Raystorm and classic fisticuffs action with Street Fighter Collection.

### In other news...

It comes as no surprise that being the official magazine covering the PlayStation that accusations of bias started floating around. Everyone is entitled to their opinion and we don't shy away from criticism. Check out this month's Letters section to witness the beginning of what is sure to be a lively area of debate and authoritative answers. Before I wrap this up, I'd like to thank all the readers who have written in thus far. The staff and I were not quite prepared for the positive early response we have received from people like yourselves. Stick around because we've only scratched the surface of what is already the authority of all things PlayStation. See you next month!

**Wataru Maruyama**
**Editor in Chief**

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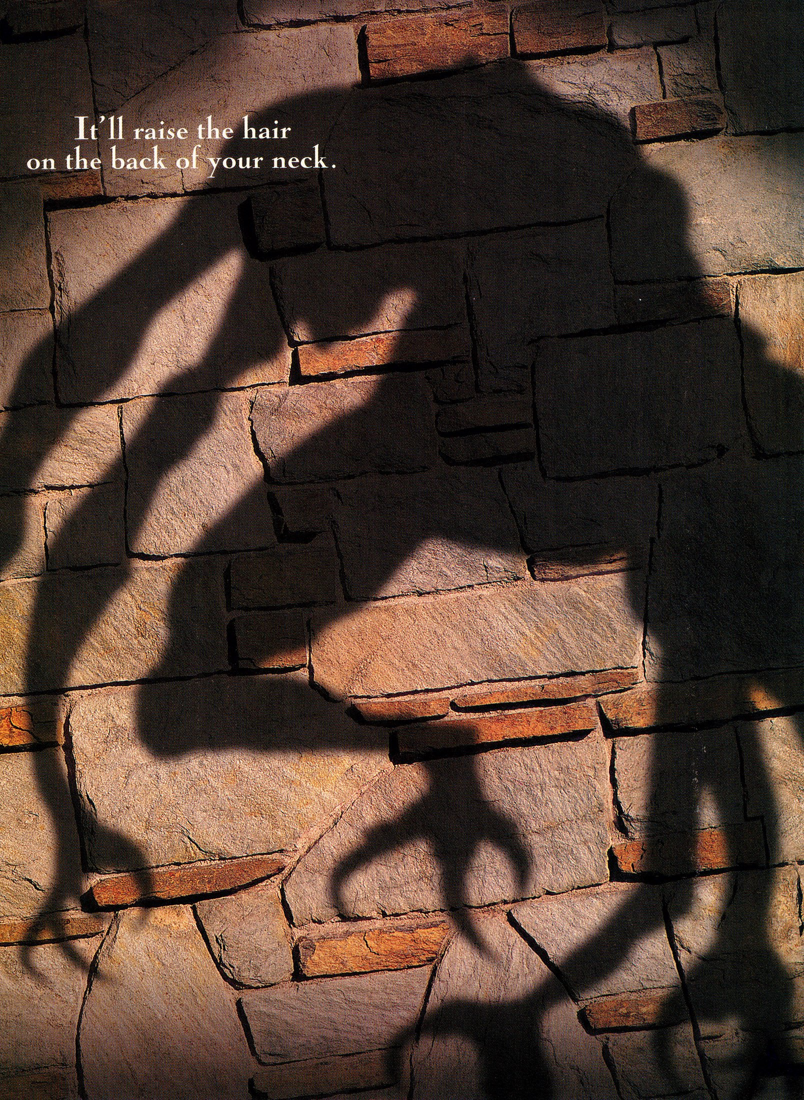
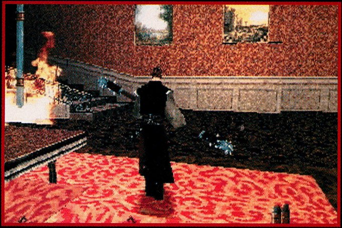

It'll raise the hair
on the back of your neck.



Explore Gothic London as the ever-faithful Ignatius or nimble, sword-wielding Nadia, looking for clues and solving puzzles.

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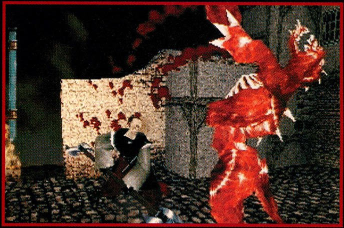

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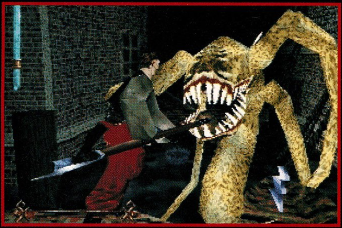

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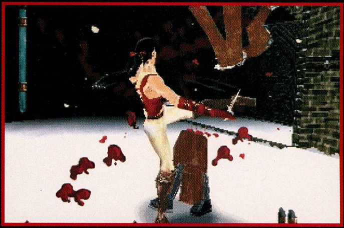

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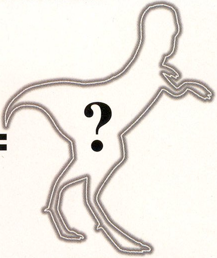

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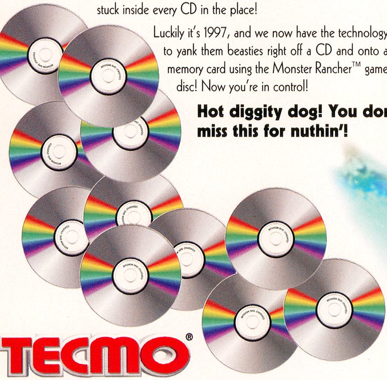

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# Street Fighter Collection

PlayStation

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## PaRappa the Rapper

SCORE 146
U rappin' GOOD
COOL
BAD
AWFUL
Chop Kick Block

***OPM* editor Gary Mollohan raps with PaRappa progenitor Rodney Greenblat in this month's cover feature.**

116

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FIRST DOWN: QB NO. 12 PASSES TO TE NO. 81 FOR A GAIN OF 5 YARDS.

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30

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**Hidden gobbos, puzzle pieces and secret areas abound in our comprehensive strategy guide to Fox's 3-D platform adventure.**

126

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**We provide a whole arsenal of moves for each weapon, as well as hints on fighting styles and a map of the game's world.**

130

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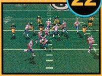

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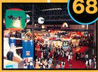

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See the Sony Glasstron, a revolutionary personal video unit, as well as an amazing home TV 3-D unit and more animé.

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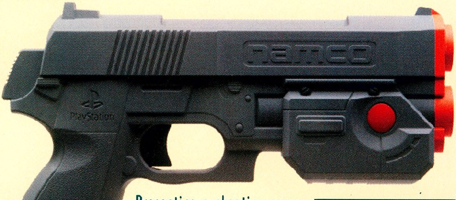

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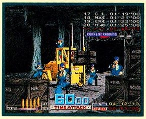

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TIME ATTACK

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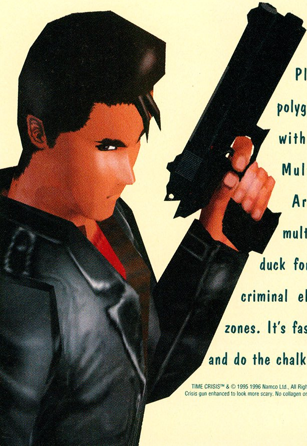
TIME ATTACK



Presenting a shooting game so intense it comes with it's own weapon. Time Crisis includes the formidable firearm pictured here, the original award-winning arcade shooting game, plus a whole new shoot-fest specifically created for the PlayStation™ console. Full 3D polygon environments surround you with full 3D polygon enemies. Multiple modes include Story, Arcade and Time Attack, plus multiple endings. Blast away and duck for cover as you exterminate the criminal element in a variety of hidden zones. It's fast. It's frenzied. It's shoot first and do the chalk outline later.

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# PlayStation News

a monthly wrap-up of all the information for your favorite system

## Sony's Christmas Wish

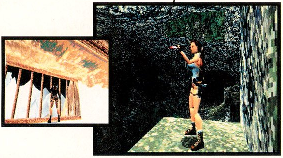
Sony recently released an announcement that it expects total global shipments of its PlayStation console to reach 31.5 million units by the end of March 1998. "We plan to produce 18 million machines in the 1997-98 business year," a spokesperson said. That would about double their current installed user base, which at the end of May was estimated at 16 million units. Current production of the unit stands at 1.5 million a month. In addition, by Sony's measure 114 million PlayStation games have shipped worldwide.

## Tomb Raider 2 Exclusively on PlayStation

### Lara has chosen the Sony gaming console as her home

Sony Computer Entertainment broke the news that the Tomb Raider franchise, featuring leading lady Lara Croft, will be exclusive to the PlayStation console. This means that no game related to the Tomb Raider series can appear on any other system. "Given the worldwide domination of the PlayStation system, it's a natural for Eidos to partner with Sony Computer Entertainment America and Sony Computer Entertainment Europe," said Eidos Interactive's chief operating officer, Mike McGarvey. "We want our best-selling franchise to reach the greatest number of consumers, and the PlayStation and its powerful CD-ROM software format satisfies this demand. The fact that the PlayStation will be the only game console on which you can enjoy the Tomb Raider franchise is a great statement for the platform." It is currently assumed that this means that whenever the third installment arrives, it will also be exclusive to the PlayStation.

LARA'S SUPER-CHARGED ADVENTURE WILL NOT BE AVAILABLE TO OWNERS OF OTHER CONSOLES.



## Tidbits

**Name Changes**

*The Psygnosis game formerly known as Overboard has been renamed ShipWreckers while Midway has dumped the name Hardwood Heroes in favor of NBA Fast Break. Both seem like a step in the right direction.*

## Step into the Squared Circle

### Wrestling fans witness a tag team of another kind

Titan Sports, parent company of the World Wrestling Federation, partnered with Sony Computer Entertainment America's PlayStation brand which sponsored 18 of its WWF Live Event Tour stops. The tour started Aug. 15 with a stop in Springfield, Mass., and ran through Sept. 22 in Buffalo, N.Y. Titan's involvement included having the PlayStation logo on signs, tickets, advertising for the events, and also in kiosks placed around the events. In addition, the PlayStation brand received TV exposure on WWF programs and on-air mentions.

# Final Fantasy VII's Big Numbers

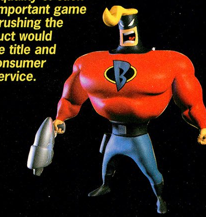
Sony Computer Entertainment America has announced recently that the RPG event of the year sold over 330,000 units in its debut weekend. Sony has likened the release to a movie opening, with FFVII grossing US$16.5 million (which was more than the highest grossing film Labor Day weekend, *G.I. Jane*, which grossed US$11.1 million according to *The Hollywood Reporter*). Andrew House, SCEA's vice president of marketing, said in a statement, "This weekend's sales will truly catapult Final Fantasy VII into video game history. Consumers have selected Final Fantasy VII and PlayStation as their choice for entertainment." The numbers by themselves are not as big of news as the fact that this is an RPG raking in the dough. With FFVII getting the royal treatment, it certainly sets the table for this genre to be taken as seriously as a top category.

Cross-slash
Cloud
Tifa
Barret
Attack
Magic
Item

## Industry

### Blasto is Delayed

***Originally slated for the big holiday season, Blasto has been rescheduled for a first quarter '98 release. A Sony press release stated that they wanted to ensure the quality of such an important game and rushing the product would do the title and the consumer a disservice.***



# Bang For the Buck

PaRappa the Rapper
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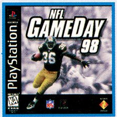
Intelligent Qube
PlayStation



**$35**

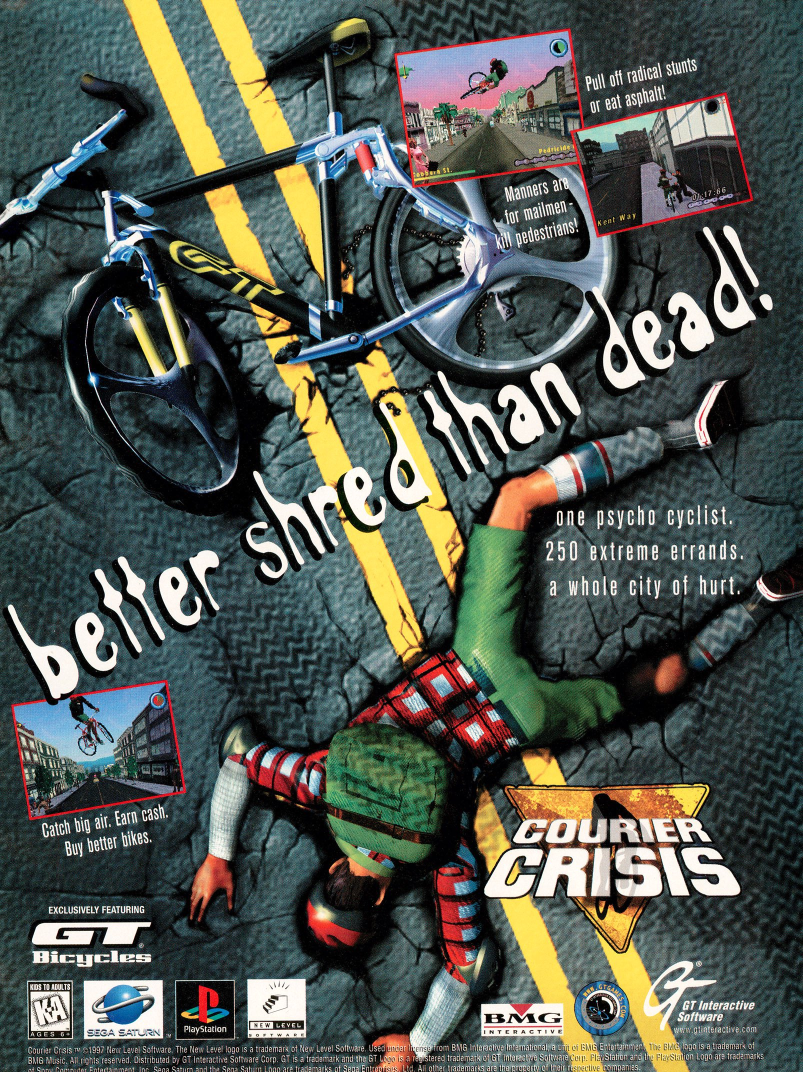
The latest in the pricing war comes from not the hardware end, but the software end. Sony has established the "Power Price" line which puts many of their high-profile titles at a reasonable $34.95 MSRP. There are five titles that are slated for this price which include NFL GameDay 98, Crash Bandicoot 2: Cortex Strikes Back, Bushido Blade, PaRappa the Rapper and Intelligent Qube. The "Power Price" will initially affect these five titles with more possibly added like the Greatest Hits line. "The key selling points for the PlayStation are the depth and breadth of the game library combined with entertainment value," said Kaz Hirai, chief operating officer, Sony Computer Entertainment America. "Simply put, the PlayStation's CD-based software offers consumers enriched and engaging entertainment in a cost-effective medium." Sony has selected the titles based on the fact that they are games that can broaden the demographic of the PlayStation user base. "The PlayStation business model was structured to provide great games at a great value to our consumers," said Andrew House, vice president, marketing, SCEA. "Providing a $35 "Power Price" on select titles is something that only the PlayStation can offer and is designed to lower the entry point for an even broader base of consumers."

# Fishy Events

The BASS (that's Bass Anglers Sportsman Society) Masters Classic tournament was held in Birmingham, Ala., with approximately 160,000 bass fishing fans having gathered to attend the three-day event. T*HQ was on hand giving the real masters a chance to check out their video and computer game series based on the event. T*HQ's BASS Masters Classic: Tournament Edition will be released on the PlayStation in the spring of 1998. Not your average fishing game, this title is packed with brand-name fishing equipment and plenty of fish, plus T*HQ's own 3-D underwater view of the action. "With over 30 million bass fishing fans who have made the sport one of the nation's favorite pastimes, T*HQ is pleased to be providing this broad demographic with more of our successful 'BASS Masters Classic' titles," said Brian J. Farrell, president and CEO of T*HQ.

# Animated Action

The latest string of video game properties coming to the small screen are coming from the folks at Playmates and Namco. Mainframe Entertainment Inc. has acquired the rights from Playmates and Shiny to develop and distribute the *MDK* animated series. "Among the many properties Mainframe looks at each year, MDK really stood out due to its originality, characters, graphics and other compelling elements," explains Chris Brough, president of Mainframe. The series is slated to hit in the fall of 1998. Over on the other side of the Pacific, plans are coming together for an OAV series based on the Namco hit Tekken. The first volume is set to hit in January 1998 with subsequent volumes to follow.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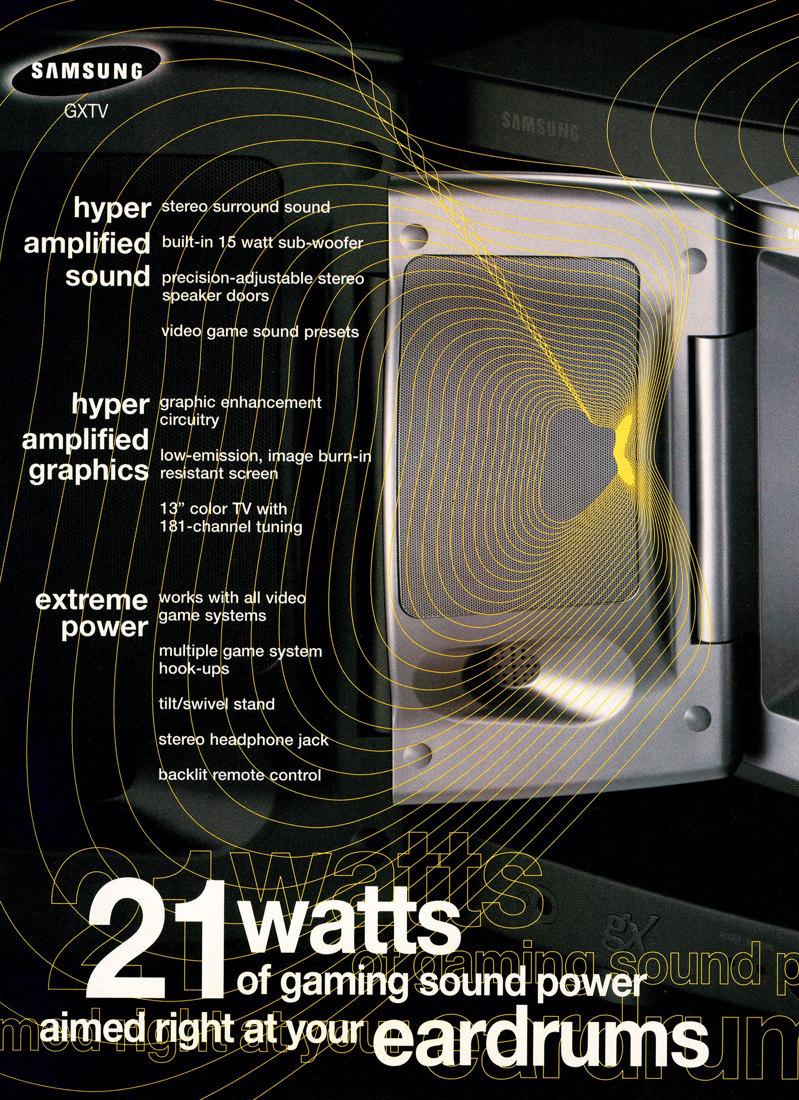

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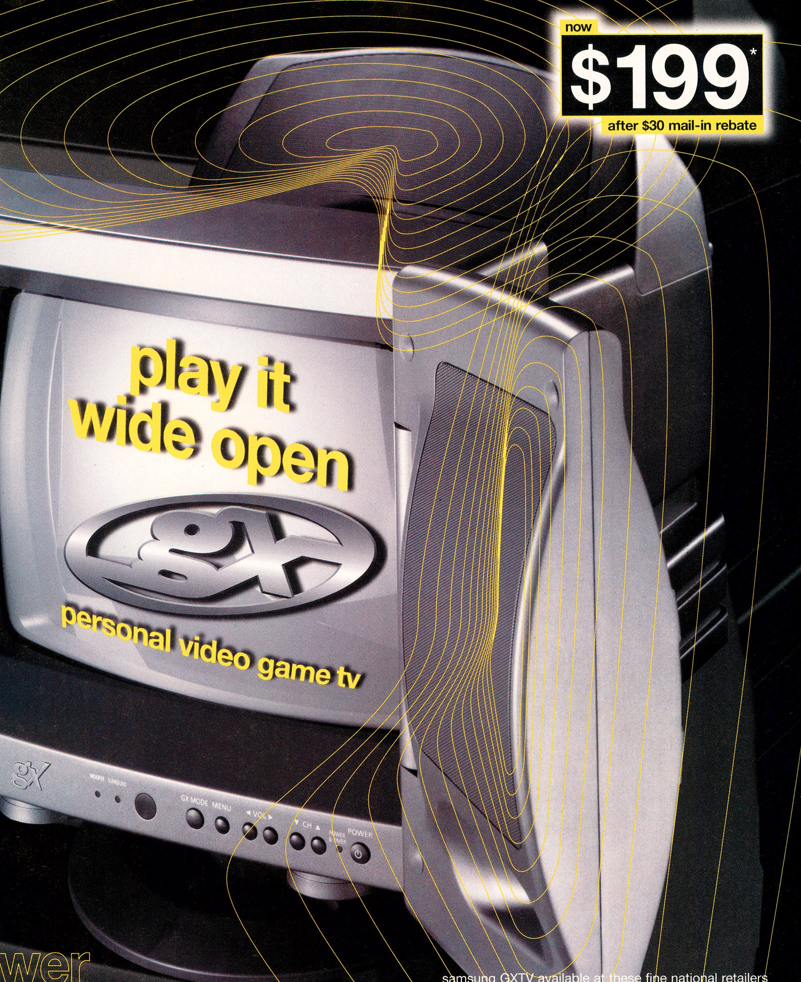
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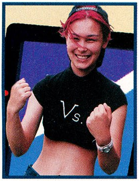
# Letters

You write us and here we respond

Your chance to speak your peace



**Of all the things we have been given compliments on regarding the first issue, the super VS. game comic featuring our fightin' editors was easily a favorite. We're glad that people enjoyed seeing us getting our rears kicked by a cute girl and look forward to being beaten silly soon. If you have any suggestions for future bouts, send them in with the subject: OPM Fighting Comics c/o *The Official U.S. PlayStation Magazine*, 1920 Highland Ave., Suite 222, Lombard, IL 60148**

## Diggin' the Premiere

Dear *PlayStation Magazine*,

Your new magazine is very cool!!! I really like the G.E.A.R section. One suggestion: You need a coming soon list, that has the name of the game and the month it is coming out. These lists are very useful. One suggestion for the CD, put some Japanese games on the disc that are not out here yet. Examples: Tobal #2, Final Fantasy Tactics, Saga Frontier, Front Mission Alternative. This would be very cool, and create demand for some games that may never see the light of day here. Thank you for your time, and keep up the good work.

*Corby De Meis*
*Address Withheld*

Official U.S.
PlayStation
Magazine
PREMIERE ISSUE!
EXCLUSIVE DEMO DISC
GHOST IN THE SHELL
KILLER FINAL FANTASY VII
THE LATEST ON

***Thanks for the kind words, Corby. We are looking into a coming soon list, but it won't be anytime soon. If there is anything you like in the International Previews section or an import you are interested in seeing, write or e-mail us so Sony and third-party companies will know. Having import previews on the CD would be cool for the very slooowww months when there is not much domestic action, but it all depends on YOU!***

Official U.S. PlayStation Magazine
Demo Disc
SONY

## More Kind Words from our Fans

Dear *PlayStation Magazine*,

Hi! I just bought your first issue today, and I am already in love! I just wanted to write in and say thanks for writing a mag that is of the same high caliber as the machine it's devoted to. I love everything about it: the layout, ease of use (color-coded genre indicators, accessible tip section, etc.), and the innovative G.E.A.R. column. Please don't change anything! For a long time I've been a fan of *The Official U.K. PlayStation Magazine* (of course, I couldn't get the wonderful disc with it, though...), and I hoped that someday the U.S. version would be published. Then, when I heard that the honors were awarded to *P.S.X.*, I hoped that this U.S. version would be as good as the U.K. one. I'm happy to say that I think it's even better! I thought maybe (and you can smack me around for saying this) you'd rest on the laurels of having the only demo disc included with your mag, and let the editorial content slide. I was most delighted to find that the disc was only the icing on a very delicious cake!

OK, enough gushing. You know you're great already! :) Please look for my subscription in the mail. Thanks for reading!

A rabid fan of all things PlayStation,
*Kelly Mummert*
*kmum@ix.netcom.com*

***Thanks Kelly, we slave long and hard on the contents of the magazine. We were determined to make the magazine able to stand on its own. Of course, the disc sure don't hurt matters any.***

**3 ways to reach us**

**snail mail:**
**PlayStation Magazine**
**1920 Highland Ave.**
**Lombard, IL 60148**

**fax:**
**If you need to reach us now**
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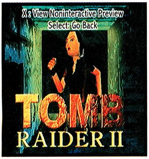
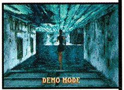


## Bunk Demo Video

We've received a number of responses from readers who were none too pleased with the rather short video of Tomb Raider 2 in our first demo disc. On the bright side, the good folks at Eidos are working on a playable demo of Tomb Raider 2 that they promise will more than make up for any video shortcomings. That sounds like something to look forward to!

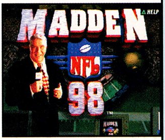


## Official Sony Mouthpiece

Dear *PlayStation Magazine*,

Hi, I just picked up volume 1, issue 1 of *The Official U.S. Playstation Magazine* (formerly *P.S.X.* magazine) and was amazed at the great coverage of MLB 98 and GameDay 98. I was equally surprised at the lack of a Madden 98 review. I can respect the review given for GameDay 98 only to an extent, as it focused primarily on the "pros" of the game as opposed to the whole story. The reviewer simply states that GameDay 98 is better in his opinion in two instances with no comparison to give the reader the full scoop on why.

Now, I am an EA employee so I can understand how my opinion could be viewed as biased by the outsider. Truth be it, I have played both games and I feel that both games have something to offer PS owners. GameDay 98 has a nice polygonal engine and has much more of an arcade feel to it with the large assortment of moves and arcade-type gameplay (nice wrap tackles too). Madden 98 is more of a realistic simulation with more emphasis on offensive/defensive playcalling, AI, statistics and solid gameplay as well to boot.



I just think it is kind of weak as a Sony-owned publication to review a game in such a manner. GameDay is a fine game, but if the only complaint about the game is that the tackling animations "need more variations," I question the integrity of the reviewer. I understand that you would not want to bring up negatives about your product, but the review reads more like a marketing advertisement than an honest review.

I tested the Madden 98 game, and if I were asked to review Madden 98 for a magazine, I would give the full scoop regardless. If I were to review GameDay 98, I would give the full story as well. Bottom line is that I am a sports game enthusiast and I expect honest reviews from the magazines that I read. I have been a fan of the *P.S.X.* magazine, but if this is the type of reviews that are going to be written, then I will definitely look elsewhere for an honest review.

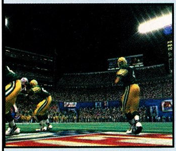
*Scott Slaby*
*Electronic Arts*

P.S. I will understand if you do not print this, though the purpose of the letter is not to make anyone look bad. But, if you do choose to print this letter, please do not edit it.

***Scott,***

***It was by no means intentional that we did not do a side-by-side review of the two games. It was an unfortunate set of circumstances that led to the delay of a Madden review for October and given your situation, I can certainly understand your concerns. As you are an employee of EA, I can also understand how you may have not noticed our comparison of MLB 98 to Konami's Bottom of the Ninth '97 in that very same issue which had the latter getting a better score. You will be relieved to know that the November issue has a side-by-side-by-side showdown of EA's, Acclaim's and Sony's hockey games. We would never back down from such an obvious chance for a comparison and are aware that anything we do will be highly scrutinized by not only the third-party software companies, but the general gaming public as well.***

***Correct us if we are misinterpreting your statements, but you are basically saying that because we did not compare GameDay 98 to Madden 98, in addition to the lack of negative comments toward the former that our review was not honest. GameDay earned a five out of five rating which clearly indicates that the reviewer felt there were not many negatives to write about. As far as the so-called "great" coverage of MLB 98, it received the same amount of space that Bottom of the Ninth received which was a single page.***



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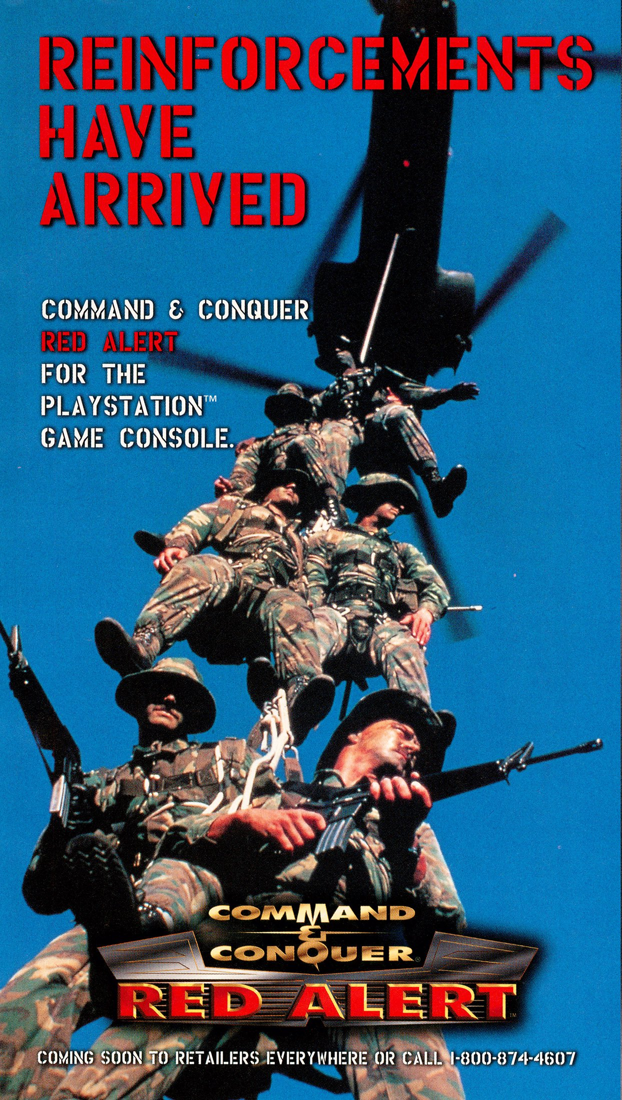
# REINFORCEMENTS HAVE ARRIVED



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Dear *PlayStation Magazine*,
I heard that X-Men vs. Street Fighter for the PlayStation has been cancelled. Is this true?
Sincerely,
*Andrew Norton*
*St. Louis, MO*

***Andrew, according to Capcom, it has not been officially announced for domestic release on the PlayStation yet so we can safely say that it has not been canned.***

## Upgrade Worries

Dear *PlayStation Magazine*,
I saved up for a year to be one of the first people to get a Sony PlayStation. I purchased the actual PlayStation, another controller, an rfu adapter and a memory card. Plus, I own eight games, for a grand total of about $835. Now I hear Sony's coming out with a PlayStation 2. This time Sony's gone too far. Besides the PlayStation 2, Sony should also offer a less-expensive alternative, such as an add-on—like the 32X. I believe Sony should think this through first.
A concerned gamer,
*Daniel Jones*
*Miami, FL*

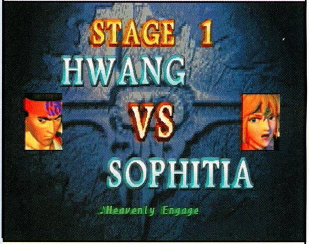
***Daniel,***
***It's inevitable that new replaces old, but let's look at the situation as we know it before you get too worked up. No one knows the exact specs of a new PlayStation yet and how or if it will interface with the current model. Sony seems to be avoiding a lot of the pitfalls other gaming companies have fallen into so it is unlikely they will release an upgrade like the 32X. Sony's software pricing policies will keep owners like yourself happy for a long time. If worst comes to worst, stores like Electronics Boutique have given discounts on new systems when trading in your old console in the past and will most likely do so again.***

## No Heavenly Engage

Dear *PlayStation Magazine*,
I noticed that some PlayStation games don't play music on the CD player; why? Some games like Soul Blade have good music and you can't listen to it. Thank you.
Sincerely,
*Jacob Dombkowski*
*Plymouth, CT*

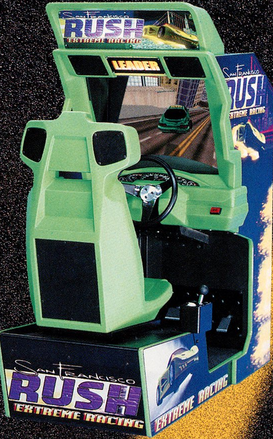
STAGE 1
34
HWANG
SOPHITIA

***Jacob, You can only play music from a game CD if it is Redbook Audio. Yellowbook audio is a lower-grade method that cannot be played back on CD players and PCM is music generated by the machine which in this case would be the PlayStation. The game sizes and type usually dictate how much of the disc can be allocated to music since Redbook audio takes up an enormous amount of space on a CD. Suffice it to say that Soul Blade does not have Redbook audio.***



**we want your input!**

**How do you like the mag? What about the design? Are we leaving anything out? Let us know!**
**To get special attention as far as design and content issues go, label your letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the previous letters page.**
**We can't wait to hear from you.**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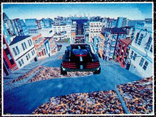

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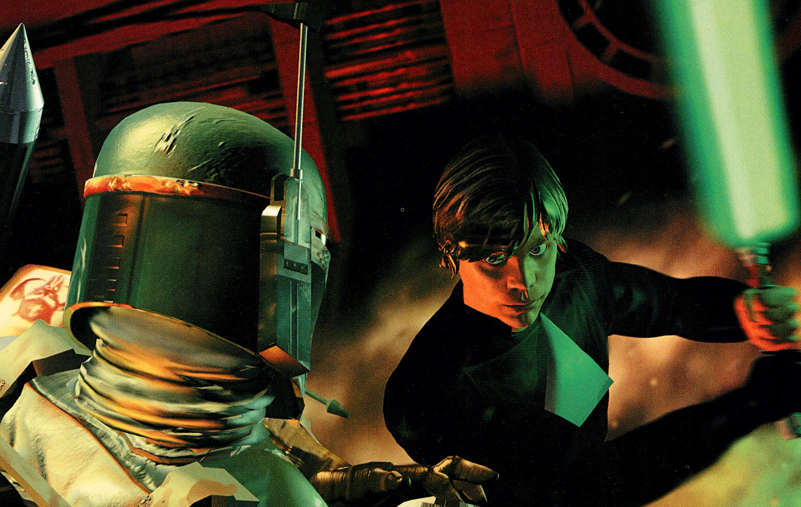

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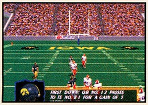
# PlayStation Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

## 1 NCAA Football 98

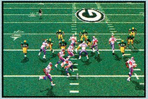
**Publisher:** Electronic Arts **# of Players:** 1-8
**Genre:** Sports **Release Date:** Aug 1997



Confirming our suspicion that college dorms are hot-beds of gaming (among other, less wholesome activities), EA's latest collegiate pigskin title reigns supreme.

## 2 Madden NFL 98

**Publisher:** Electronic Arts **# of Players:** 1-8
**Genre:** Sports **Release Date:** Aug 1997



Talk about a killer one-two punch! Electronic Arts' *other* football title, Madden NFL 98, joins NCAA Football 98 at the top of the PlayStation pile.

## 3 Triple Play 98

**Publisher:** Electronic Arts **# of Players:** 1-8
**Genre:** Sports **Release Date:** May 1997

As baseball season gives way to football, so too must Triple Play fall from the top spot. Kudos to Electronic Arts for winning the *OPM* Top 20 Triple Crown!

## 4 NFL GameDay 98

**Publisher:** Sony **# of Players:** 1-8
**Genre:** Sports **Release Date:** Aug 1997

Perhaps lacking the name recognition of Madden, Sony's great experiment, a 32-Bit polygonal pigskin game, continues to build a respectable following.

## 5 JamPack Vol.1

**Publisher:** Sony **# of Players:** 1 or 2
**Genre:** Compilation **Release Date:** July 1997

Surprisingly, this economically priced sampler hangs onto its Top 5 position. Wonder how the first edition of *OPM* will affect next month's sales? (heh, heh, heh...)

## 6 Twisted Metal 2

**Publisher:** Sony **# of Players:** 1 or 2
**Genre:** Action **Release Date:** Nov 1996

Sweet Tooth and friends fall four spots, occupying the position held last month by the original Twisted Metal. Isn't it ironic, don't ya think?

## 7 MLB 98

**Publisher:** Sony **# of Players:** 1 or 2
**Genre:** Sports **Release Date:** July 1997

As baseball season winds to a close, the future of MLB 98 remains uncertain. Looks like Triple Play will take this year's baseball pennant.

## 8 Need for Speed II

**Publisher:** Electronic Arts **# of Players:** 1 or 2
**Genre:** Racing **Release Date:** Mar 1997

Do you feel the need, the need for speed? Apparently, plenty of PlayStation owners still do, but how much gas is left in the tank?

## 9 Tomb Raider

**Publisher:** Eidos **# of Players:** 1
**Genre:** Action **Release Date:** Nov 1996

Surprisingly, Lara Croft moves up two places from last month, celebrating her first birthday in 9th. (Awfully well-developed, isn't she?)

## 10 Twisted Metal

**Publisher:** Sony **# of Players:** 1 or 2
**Genre:** Action **Release Date:** Nov 1995

As part of Sony's economically priced Greatest Hits series ($19.95 MSRP), the original Twisted continues to wreak havoc at the 10th position.

## 11 Jet Moto

**Publisher:** Sony **# of Players:** 1 or 2
**Genre:** Racing **Release Date:** Nov 1996

Falling four notches, Jet Moto continues to make waves at the 11th position, but will Jet Moto 2 knock it out of next month's Top 20?

CHECKPOINT

## 12 Tekken 2

**Publisher:** Namco **# of Players:** 1 or 2
**Genre:** Fighting **Release Date:** Aug 1996

This one has been a fixture of PlayStation sales charts since the day of its release. Who can defeat the king of the iron fist?

**Send your votes for the readers' 10 most wanted games to:**
**Official PlayStation Magazine**
**Attn: Readers' 10 Most Wanted**
**1920 Highland Ave.**
**Lombard, IL 60148**
**or e-mail us at: bob_conlon@zd.com**

### 13 Crash Bandicoot

Publisher: Sony
# of Players: 1
Genre: Platform
Release Date: Sept 1996

Like a certain pink bunny, Crash Bandicoot just keeps on going and going. For a peek at Crash 2, check out this month's demo disc.

### 14 Ogre Battle

Publisher: Atlus Soft.
# of Players: 1
Genre: Strategy
Release Date: Aug 1997

Atlus' PlayStation adaptation of the hard-to-find SNES strategy/RPG makes an impressive debut at our 14th spot.

### 15 Wild Arms

Publisher: Sony
# of Players: 1
Genre: RPG
Release Date: May 1997

Since FFVII wasn't released in time to be counted in this month's Top 20, Wild Arms took the top RPG honors.

### 16 The Lost World: Jurassic Park

Publisher: Electronic Arts
# of Players: 1
Genre: Action
Release Date: Aug 1997

No thanks to *OPM* editor Joe Rybicki (see his review on page 110), Jurassic Park is far from lost on this month's sales chart.

### 17 WCW Vs. The World

Publisher: T*HQ
# of Players: 1 or 2
Genre: Wrestling
Release Date: Mar 1997

WCW Vs. The World is still wearing the PlayStation wrestling belt, but how will it fare in a battle royale with WWF '98 and WCW Monday Nitro?

### 18 Ace Combat 2

Publisher: Namco
# of Players: 1
Genre: Flight
Release Date: Aug 1997

Regarded as the best flight sim for the PlayStation, Ace Combat 2 flies high at 18. For a small taste, check out last month's *OPM* demo disc.

### 19 Warcraft II: Dark Saga

Publisher: Electronic Arts
# of Players: 1 or 2
Genre: Strategy
Release Date: Aug 1997

Electronic Arts' PlayStation adaptation of the smash realtime strategy PC game invades the Top 20 at the 19th spot.

### 20 Soul Blade

Publisher: Namco
# of Players: 1 or 2
Genre: Fighting
Release Date: Feb 1997

The best of the weapon-based fighters continues to cling to the 20th spot, but will Bushido Blade puncture its exposed, throbbing aorta?

Source: NPD TRSTS Video Games, Aug. 3-30, 1997
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included in this list. Overall sales figures may vary.

## 10 Most Wanted

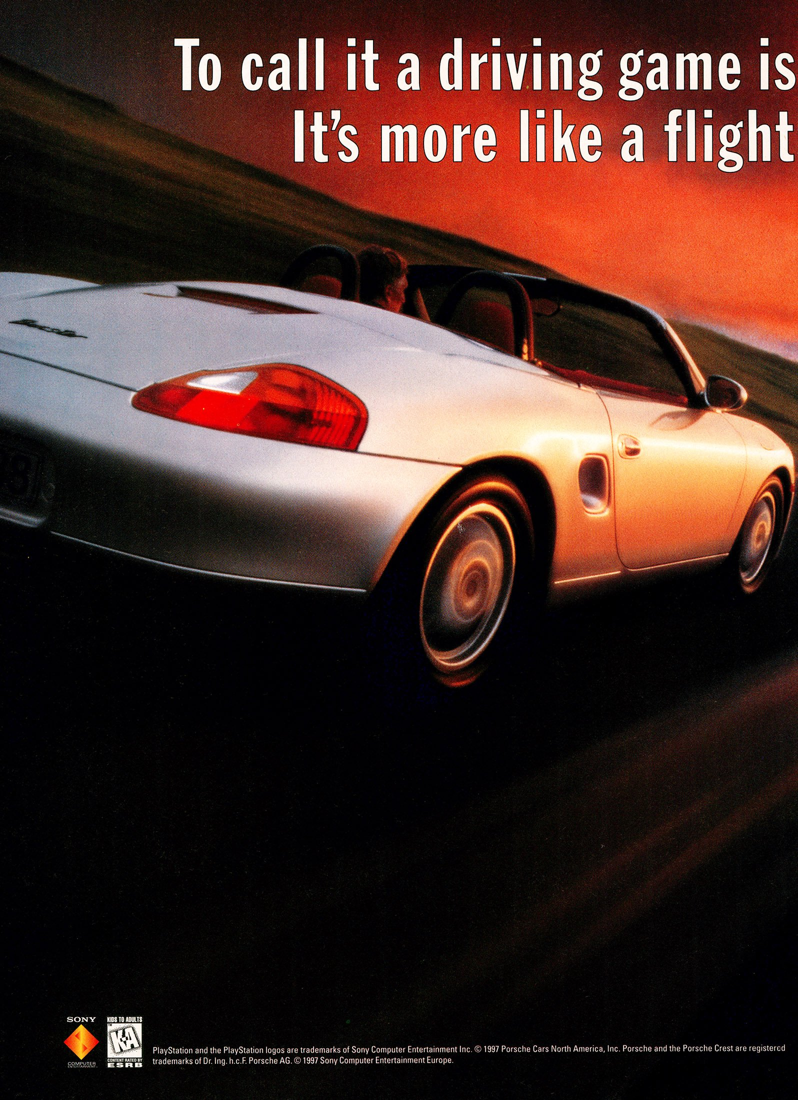
As compiled by our attractive, intelligent readers

1. **Resident Evil 2** Apparently the Res 2 demo in Director's Cut has whet everyone's appetite.
2. **Castlevania: SotN** Halloween may be over, but gamers are still looking for a good scare.
3. **Tomb Raider 2** The unstoppable Lara Croft continues to be gaming's most-wanted gal...
4. **Ghost in the Shell** ...the lovely Major Kusanagi is gunning for her.
5. **Tekken 3** It wasn't playable at the Tokyo Game Show. Will it be here by Christmas?
6. **Masters of Teräs Käsi** Luke vs. Vader. Han vs. Boba Fett. Master the possibilities...
7. **Crash Bandicoot 2** Apparently our readers crave more marsupial madness.
8. **Street Fighter EX Plus Alpha** The one that started it all goes 3-D Tekken-style.
9. **Jet Moto 2** More bikes, tracks and secrets than you can shake a Butterfinger, er, stick at.
10. **Metal Gear** We'd love to get this one on an *OPM* demo disc, so you can see it in action...

## Editors' Top 10

What we've been playing instead of working

1. **NFL GameDay 98** Hey, you'd resort to video football if your home team were the Bears.
2. **Castlevania: SotN** Check out our review to learn why Castlevania is so frightfully good.
3. **Moto Racer** Ride either dirt or super bikes in this lightning-quick PC port.
4. **NHL FaceOff 98** Joe's been playing this one so much he's lost a few teeth.
5. **Colony Wars** If you had fun playing the demo mission, multiply that by 70.
6. **FFVII** *OPM* water cooler question of the month: What disc are you on?
7. **PaRappa** This month's cover story was excuse enough to bust a few rhymes.
8. **Skull Monkeys** As the preview version says, this definitely is a man's game.
9. **Armored Core** Find out why by checking out the playable preview on this month's disc.
10. **Laser Tag** If it weren't for Tiger, we wouldn't get any physical exercise at all.


To call it a driving game is
It's more like a flight

SONY
COMPUTER ENTERTAINMENT

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

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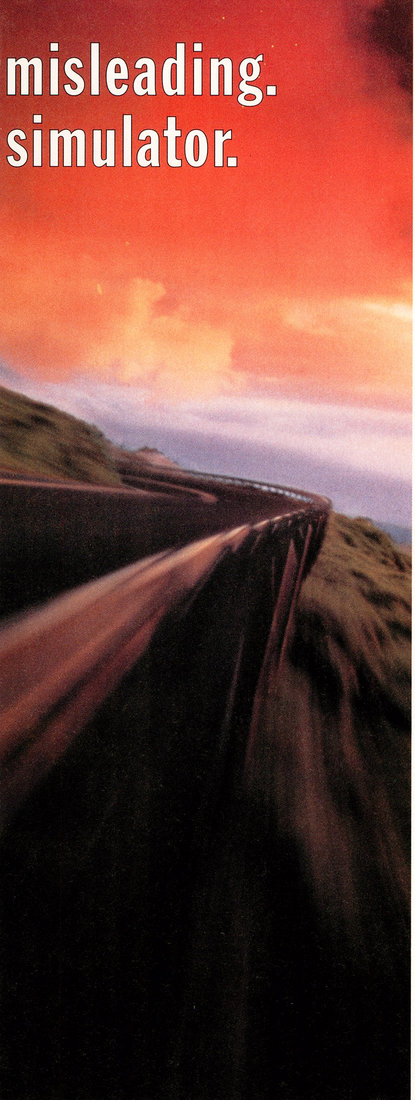
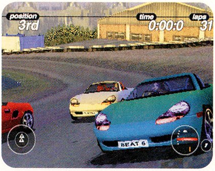
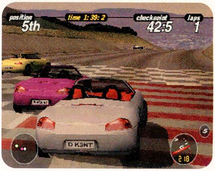

misleading.
simulator.

PORSCHE


position
3rd
time
0:00:0
laps
31
BEAT 6


position
5th
time 1:39:2
checkpoint
42:5
laps
1
D K3NT

Not long ago, Porsche came to us to develop a driving game featuring their new Boxster® automobile. Needless to say, we accepted. So what do you get when you put a bunch of PlayStation™ guys and Porsche guys in a room together? This: the opportunity to take a Porsche Boxster through open-road environments and onto tracks like Stuttgart and stomp on the accelerator until your heart begins to fibrillate. Just try to remember, it's only a game

PORSCHE® Challenge™

PlayStation™

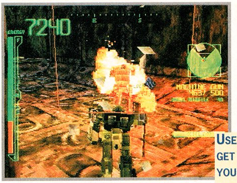
NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

# Armored Core

## Mechanized mercenaries

Destroy marauding mechs for fun and profit! That's the idea behind Armored Core, Sony Computer Entertainment America's new 3-D mechanized combat game.

The game is set in a post-apocalyptic future, when the governments of the world have exterminated one another. Stepping in to fill the void, huge corporations now control the remaining population, forced to huddle in subterranean bunkers while the corporate-sponsored mechs duke it out on the surface above.



Use boosters to get the jump on your enemies.

You play as an armored core (mech) pilot with one thing on his mind: money. As you blast your way through AC's 45 missions, you can outfit your mech with new arms, legs, boosters and weapons, creating literally thousands of different combinations.

This demo includes two separate one-player missions and an awesome two-player arena, where you and a buddy can duke it out via a split screen. (The production version will also have a link option for those demanding an arcade-like experience.) Be sure to check out all of the cool options in the mech shop.

| | |
|---|---|
| up | forward |
| change weapon | △ |
| down | backward |
| event/sword | ○ |
| left | move left |
| fire weapon | □ |
| right | move right |
| boost | ✕ |
| R1 | strafe right |
| strafe left | L1 |
| R2 | look down |
| look up | L2 |

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Action | 1 or 2 | 80% | December | Sony | Sony |

# Colony Wars

## The colonies strike back

We've been saying for months how you just gotta see Psygnosis' Colony Wars in action to fully appreciate its artistry, and now you can! (Were we lying?)

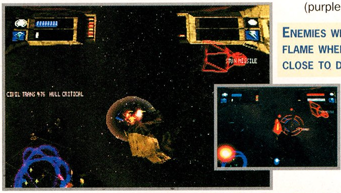
Colony Wars turns a popular sci-fi convention on its ear by having the player fight against hostile Earth forces bent upon suppressing its wayward colonies, who have grown tired of slaving away to support the over-populated Earth.

Colony Wars features 70+ missions of deep-space dogfighting, a branching story and six different endings. It also has an orchestral score and voice-overs from a James Earl Jones sound-alike.

When engaging enemy fighters, try hitting them with a stun missile first to stall their engines. Then hit them with shield-defeating lasers (purple) to render them vulnerable to conventional fire (red). You'll know their shields are down when your shield-defeating lasers create sparks upon impact.

Hit Select to get a less-obstructed cockpit view or a chase ship view.

Just for kicks fire repeatedly on one of the cargo ships to see how League treats a traitor.

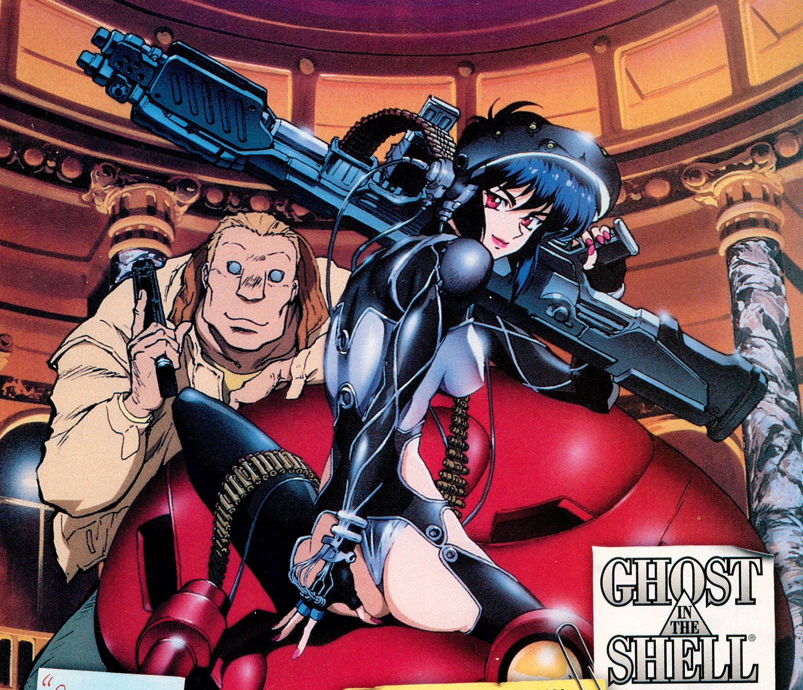


Enemies will flame when close to death.

| | |
|---|---|
| up | dive |
| select weapon 2 | △ |
| down | climb |
| fire weapon 2 | ○ |
| left | bank left |
| select weapon 1 | □ |
| right | bank right |
| fire weapon 1 | ✕ |
| R1 | accelerate |
| brake | L1 |
| R2 | roll right |
| roll left | L2 |

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Shooter | 1 | 90% | November | Psygnosis | Psygnosis |



"One of the most impressive-looking games of the year!"
-P.S.X. Sept. '97

# GHOST IN THE SHELL®

Nov 27, 2029

**Meet your new co-workers.**

Welcome to Section 9 – a crack team of high-tech covert operatives. This is no ordinary desk job, rookie. Your new superiors aren't entirely human, and they expect you to learn fast. Don't forget the donuts...

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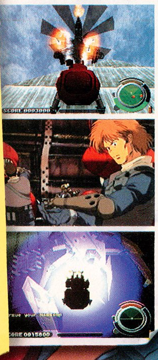


**Available Now!**

PlayStation
NTSC U/C
GHOST IN THE SHELL
THQ
TEEN
T
AGES 13+
CONTENT RATED BY ESRB

Look for the *Ghost in the Shell: Special Edition* movie, now available on DVD!

# Cool Boarders 2

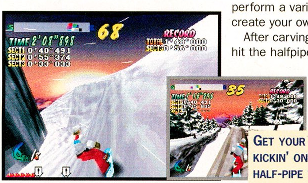
## Awesome boarding, Corky!

The sequel to last year's sleeper snowboarding hit is here and packed full of improvements, such as more tracks, more tricks, big air and half-pipe competitions in addition to a Burton snowboard license!

When heading down the course, make sure your character's lead foot is facing forward. Having the wrong foot facing forward will cost you time. Press L1 or R1 while on the ground to adjust.

When approaching a ledge, press and hold X to charge your jump. Release X *before* leaving the ramp and press left or right to spin. If you hold the Square button while in flight, it will increase the speed of your rotations. Pressing up or down while in flight will cause your boarder to flip. Pressing L1 and R1 in combination with the D-pad will cause your boarder to perform a variety of grabs. Experiment to create your own tricks.

After carving up the downhill course, hit the halfpipe to show off all those phat tricks you learned. The halfpipe in the actual game is much longer, but the one on this demo should be enough to more than whet your appetite.



GET YOUR BOARD KICKIN' ON THE HALF-PIPE TIP.

| | |
|---|---|
| up | move up |
| change view | △ |
| down | move down |
| not used | ○ |
| left | move left |
| hard turn | □ |
| right | move right |
| jump | ✕ |
| R1 | turn 180° |
| turn 180° | L1 |
| R2 | misc. grabs |
| misc. grabs | L2 |

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Racing | 1 or 2 | 85% | 4th Qtr. '97 | Sony | UEP |

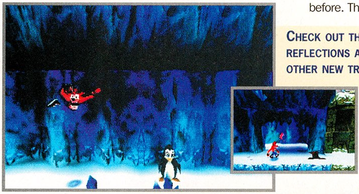
# Crash Bandicoot 2

## The rebirth of a mascot

The most successful and recognizable platform hero on the PlayStation is back! It seems the "Big N," himself–Dr. Neo Cortex–survived his nasty hot-air balloon crash at the end of the first installment and is up to his old tricks again. This time his aim is to construct a doomsday device that will focus the sun's rays upon the unsuspecting Earth, frying everything–including his furry nemesis, Crash–to a crisp. The good doctor, however, needs to collect unique crystals to power his device. In a deliciously fiendish stroke of genius, Dr. N. decides to dupe Crash Bandicoot into collecting the crystals for him, most likely destroying himself in the process! Will Crash wise up before it's too late?

One of the fist things you'll notice about Crash 2 is the way the forward-scrolling, side-scrolling and bonus levels are integrated more seamlessly than before. The next thing you'll probably notice are the cool new reflections, frozen breath condensation, footprints and other new graphical enhancements.

Crash also can crawl, long jump, belly flop and execute perfect David-Lee-Roth-style high jumps through button combinations. Experiment to find them all.

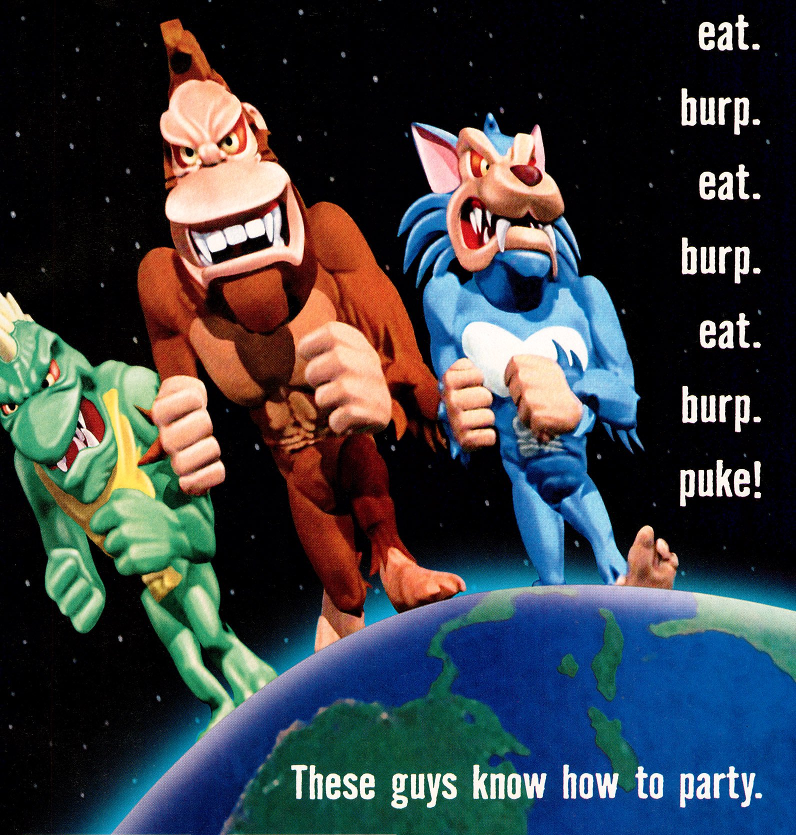


CHECK OUT THE REFLECTIONS AND OTHER NEW TRICKS.

| | |
|---|---|
| up | move up |
| inventory | △ |
| down | move down |
| duck/crawl | ○ |
| left | move left |
| spin | □ |
| right | move right |
| jump | ✕ |
| R1 | duck/crawl |
| not used | L1 |
| R2 | not used |
| not used | L2 |

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Platform | 1 | 90% | November | Sony | Naughty Dog |


eat.
burp.
eat.
burp.
eat.
burp.
puke!
These guys know how to party.

RAMPAGE™
WORLD TOUR

PlayStation™ SEGA SATURN TEEN T AGES 13+ CONTENT RATED BY ESRB MIDWAY

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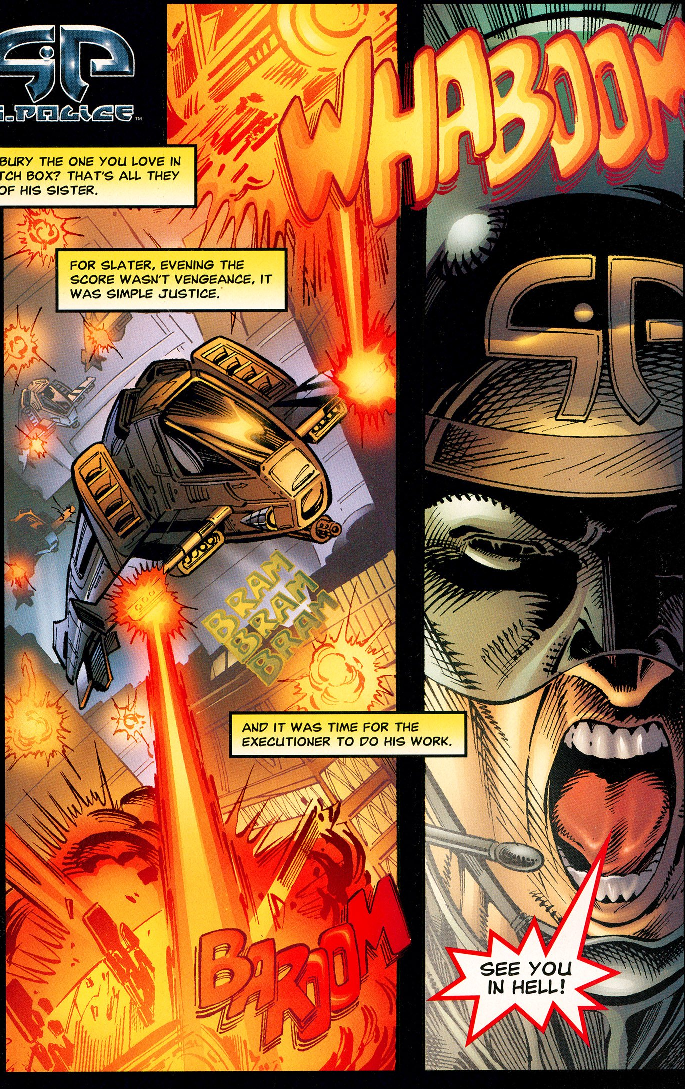
WHABOOM
EVER BURY THE ONE YOU LOVE IN A MATCH BOX? THAT'S ALL THEY LEFT OF HIS SISTER.
FOR SLATER, EVENING THE SCORE WASN'T VENGEANCE, IT WAS SIMPLE JUSTICE.
BRAM BRAM BRAM
AND IT WAS TIME FOR THE EXECUTIONER TO DO HIS WORK.
BAROOM
SEE YOU IN HELL!

PSYGNOSIS

PC CD ROM

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KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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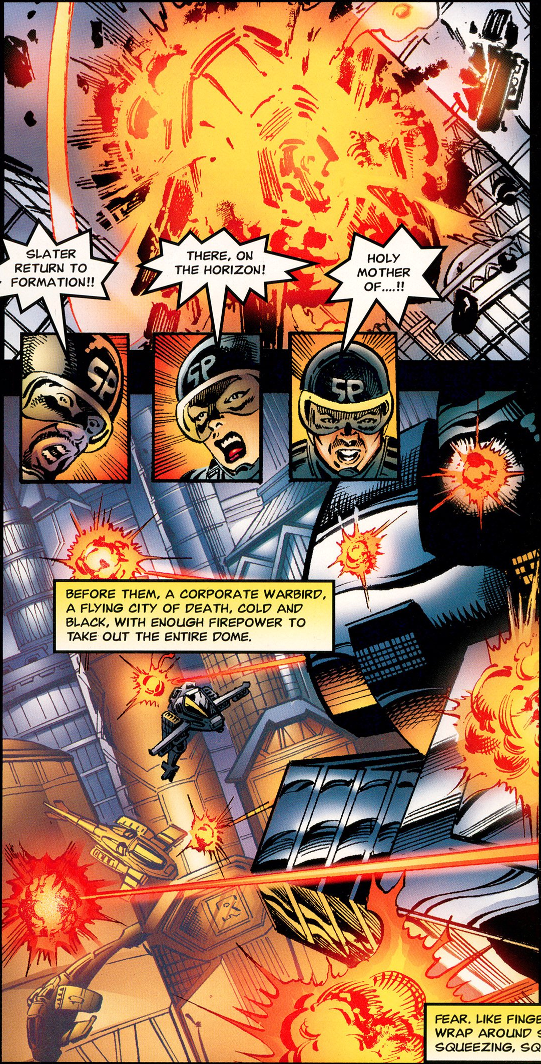

SLATER RETURN TO FORMATION!!
THERE, ON THE HORIZON!
HOLY MOTHER OF....!!
SP
BEFORE THEM, A CORPORATE WARBIRD, A FLYING CITY OF DEATH, COLD AND BLACK, WITH ENOUGH FIREPOWER TO TAKE OUT THE ENTIRE DOME.
FEAR. LIKE FINGERS OF ICE AND TITANIUM WRAP AROUND SLATER'S HEART–SQUEEZING, SQUEEZING, SQUEEZING...

"**G Police**... one of the most amazing-looking titles ever seen on the PlayStation."

*–Electronic Gaming Monthly*

You are Jeff Slater, 21st Century cop. Fly your Havoc gun ship on 35 missions through 51 of Callisto's domed environments. You have fly-anywhere 360° maneuverability and tons of firepower. Serve & protect.

PlayStation
G POLICE
KA

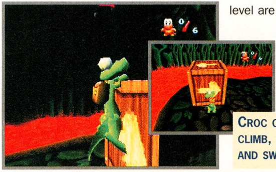
www.gpolice.com

# Croc

## Waddle into the third dimension

Argonaut, the U.K.-based developer of Star Fox and the FX chip, boldly takes the platform genre into the third dimension with Fox Interactive's Croc.

Orphaned on Gobbo Island as a baby, Croc is raised to adulthood by the island's furry, peace-loving inhabitants. All is well until the day the evil magician Baron Dante shows up and begins capturing all the gobbos. To free them all, Croc must run (OK, waddle), swing, climb, swim and jelly jump his way through 50+ hazard-filled levels.



**Croc can push, climb, hang, jump and swim.**

To successfully complete the level included on this demo, you must rescue six gobbos. While the first five are in plain sight, the sixth gobbo is behind the locked crystal door. To open the door, you must first retrieve the five colored crystals dispersed throughout the level.

The white crystals found throughout the level are essentially like coins; collect 100, and you get an extra life. When struck by an enemy, the crystals you've collected scatter (as in Sonic the Hedgehog). If you are struck while holding zero crystals, Croc goes down for the count, so keep at least one at all times.

| | | |
|---|---|---|
| up | move forward | *look* |
| down | back up | *180° spin* |
| left | turn left | *tail whip* |
| right | turn right | *jump/smash* |
| R1 | run | *side step left* |
| R2 | change view | *change view* |

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Adventure | 1 | 95% | November | FOX | Argonaut |

# Madden 98

## Two-minute warning!

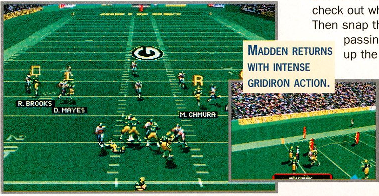
This month, John Madden's trademark bus is making a surprise stop at *OPM*! Now you can check out the game's "V-Polys, Liquid AI," and other whiz-bang improvements. Don't worry though, at the heart of the game remains some of the most sophisticated and realistic gameplay in the business.

This demo version re-creates last year's Super Bowl matchup, the Green Bay Packers vs. the New England Patriots. The game is deadlocked with two minutes to go, and you have the chance to come out either the hero or the goat.

Unfortunately, you can't play against a buddy, but that's OK, too. This way, you can check out Madden's highly touted AI yourself.

Like all preceding Maddens, begin by selecting a "set," the group of players you want to send onto the field. Then select a formation and finally a play. Before the ball is snapped, use R1 and L1 to check out where all of your players are lined up. Then snap the ball with X. If you've selected a passing play, rapidly press X again to bring up the "passing icons," each receiver's button assignment.

On defense, try the dime formation against the pass and the nickel if you're not quite sure what the computer is going to call.



**Madden returns with intense gridiron action.**

| | | |
|---|---|---|
| up | move up | *jump/hurdle* |
| down | move down | *spin/power tackle* |
| left | move left | *dive* |
| right | move right | *pass/speed/player* |
| R1 | lateral | *not used* |
| R2 | swim | *not used* |

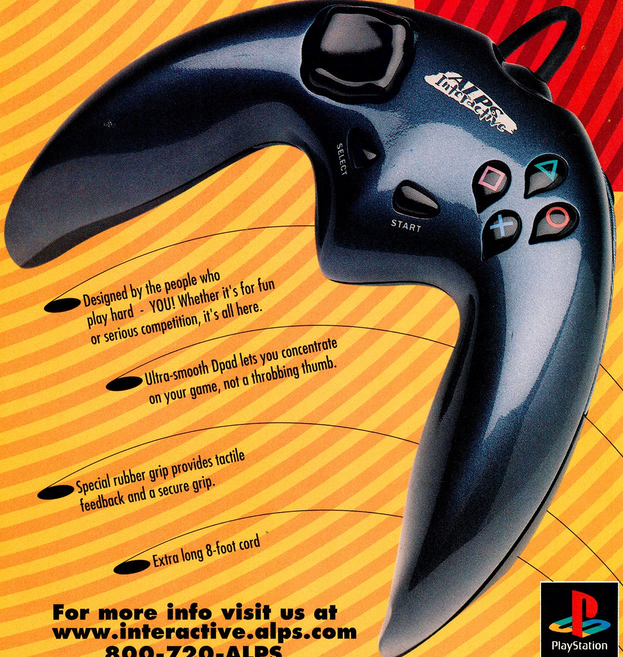
**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Football | 1-8 | 100% | Now | EA | EA Sports |

# POWER and PERFORMANCE

GAMEPAD

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.



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ALPS Interactive™

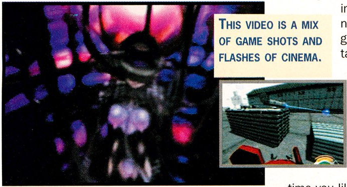
# Ghost in the Shell

## It found a disc; now it needs a console

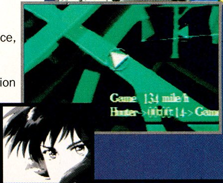
Last month's cover grrrl, Major Motoko Kusanagi of Secret Service Unit Shell Squad, returns! The non-playable Ghost in the Shell demo included on this month's disc is a slightly modified version of the Japanese television commercial for the game. Pretty cool, huh? The frenetic energy of the ad does an excellent job of capturing both the fast action of the game and the "information overload" theme prevalent throughout the comic series and anime.

For fans of the comic (available from Dark Horse), the plot of the game is loosely based on *Ghost in the Shell* #3. Players must pilot a "Fukochima," a one-man, four-legged tank, through 12 explosive, mission-based levels. Ghost in the Shell has some of the most original play mechanics ever seen in a game of this type thanks to your tank's ability to adhere to any surface, including walls and ceilings.

Ghost in the Shell also has 10 minutes of theater-quality animation courtesy of the same artists who produced the feature film! Upon viewing a new cinema, you can bookmark it with the aid of a memory card and view it any time you like.



THIS VIDEO IS A MIX OF GAME SHOTS AND FLASHES OF CINEMA.



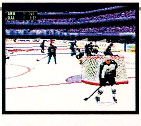
| STATS: THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Shooter | 1 | 100% | Now | T*HQ | Exact |

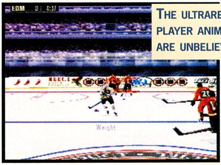
# NHL FaceOff 98

## Hockey never looked so good

This updated version of Sony's influential FaceOff 97 is almost as fun to watch as it is to play. Check out the spectacular, realistic player animations, the dynamic camera angles and the lightning-fast gameplay. This video is mostly a collection of highlights, including goals, slapshots and breakaways. We were hoping to see some live-action supplemental video, as well— like you saw in last month's GameDay video—but alas, the clips are lacking in commentary from the sport's toothless wonders. But the game certainly does speak for itself.

When watching this video, keep in mind the beautiful graphics are not all this game has to offer. The realistic presentation is backed up with solid gameplay, precise controls and the return of Sony's innovative Icon Passing interface, which gives players the ability to pick a specific player to pass to and deliver the puck quickly. Once you get used to this system, you'll wish every hockey game had the same interface. Check out our review on page 112 for more info.





THE ULTRAREALISTIC PLAYER ANIMATIONS ARE UNBELIEVABLE.

| STATS: THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| Hockey | 1 to 8 | 100% | Now | Sony | Sony |

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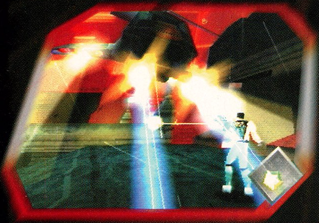

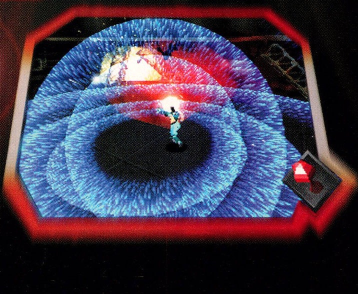

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AGES 13+
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PlayStation™

**NOVEMBER 1997**

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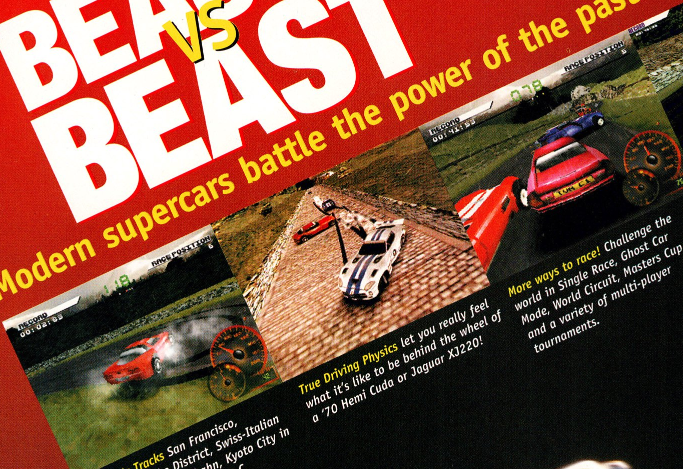
# BEAUTY VS BEAST

## Modern supercars battle the power of the past!



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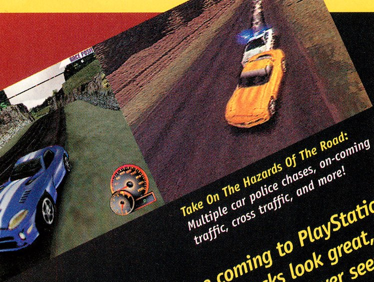

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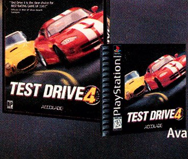
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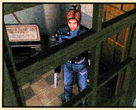
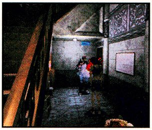
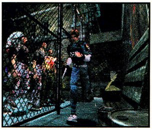
# Resident Evil 2

## Evil has a new residence. Hope it still gets its mail...

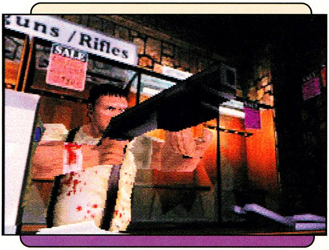


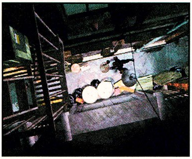




The long wait is almost over. The sequel to one of the best-selling PlayStation titles of all time is almost here, and it looks like it will surpass its celebrated predecessor in virtually every way.

For those of you contemplating purchasing Resident Evil: Director's Cut for the preview of Res 2, here's what you can expect: The demo has no opening FMV. Instead, we join rookie-on-the-job Leon Kennedy on a zombie-filled street, littered with burning cars, police riot shields and other debris. Although his riot gear affords him a certain amount of protection, Leon must sprint through the chaos, eventually finding shelter in a gun shop. After a near-fatal run-in with the store owner, Leon is free to replenish his supplies.





DIRECTORIAL STYLES RANGE FROM TARANTINO (ABOVE) TO HITCHCOCK (RIGHT).

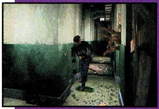
From there, he must make his way to the Raccoon City Police Headquarters, where Leon received his welcoming party only days before. Although the sampler allows you to play less than 5 percent of the game, the headquarters seems to equal Resident Evil's mansion in size and possesses the same creepy ambiance. Leon is free to roam about the building, obstructed only by locked doors. Health and ammo are plentiful in the demo, so you should have no trouble seeing it in its entirety.

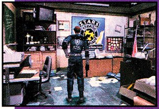
Along the way, Leon will find a shotgun (great for truncating certain zombies, who continue to pursue him despite the loss of their legs), a key or two, and even run into a puzzle, which we won't blow for you. (It's not much of a brain-teaser, anyway.) Toward the end of the demo, Leon will find the S.T.A.R.S. office, which yields important clues to the events that transpired after the first zombie epidemic.

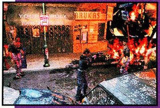
While the gameplay remains much the same, Capcom has made a few tweaks. Leon now has a Lara Croft-style auto aim, which prevents you from wasting precious ammo. Also, zombies are more diverse and aggressive and are free to roam through open doors. The animation of the main character has been improved, too. Receive a few bites, and Leon will clutch his shoulder. When near death, Leon will walk with a severe limp and will be unable to run.

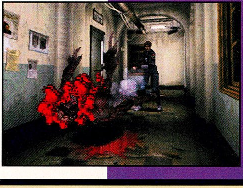
We aren't telling any more. Suffice it to say this brief demo will whet your appetite and leave you salivating for more.

(BELOW) STRAY TOO CLOSE TO A WINDOW, AND YOU MAY GET A REAL SHOCK.







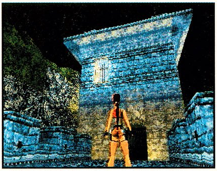


**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ACTION | 1 | 85% | JANUARY | CAPCOM | CAPCOM |

# Tomb Raider 2

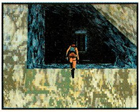
## Bigger. Badder. Better.



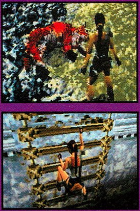
In Tomb 2, Lara visits more diverse, real-world locales.

Thanks to a recent agreement between Sony and Eidos, the PlayStation will be the only console system to receive the sequel to one of the most revolutionary 3-D games ever—Tomb Raider. (PC owners will be able to follow the continuing exploits of gaming's hottest heroine, but N64 and Saturn owners will be left out in the cold.)

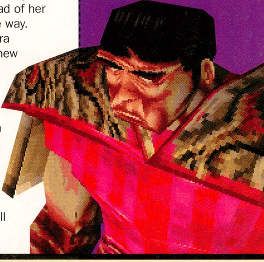
You've been reading about this one for months, but here's a brief recap for all the new PlayStation owners out there. Lara's goal is the retrieval of an ancient Chinese artifact known as the dagger of Xian. Her quest begins at the Great Wall of China and takes her to such diverse locations as Venice and the sunken remains of an ocean-liner. Unfortunately for Lara, an evil cult also wants the dagger, and you can bet they'll be a step ahead of her most of the way.



For 2, Lara has some new moves, such as climbing and wading. Core also rearranged a few of her polys to smooth her out a bit. Lara is also packed a little better this time; she now has a harpoon gun for underwater combat, a wetsuit and a bomber jacket for colder climates (Don't worry; she still keeps the shorts on). There also are more human enemies, who intelligently stalk Lara, ensuring Tomb Raider 2 will be even more difficult than before.



Check out Lara's new climbing animations.



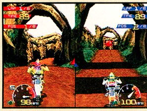
**STATS:**

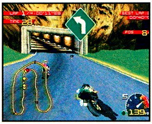
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ADVENTURE | 1 | 85% | NOVEMBER | EIDOS | CORE |

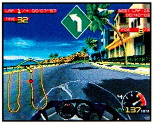
HE PUT THE DEATH IN DESTRUCTION...

# Moto Racer

## The hot PC racer shifts gears onto PlayStation





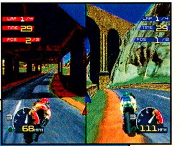


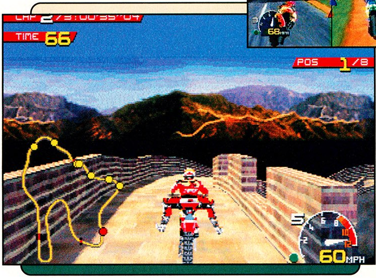
**A helpful map and turn indicators make track navigation a breeze.**

One of the best motorcycle racing titles for the PC, Moto Racer will soon be burning rubber onto the PlayStation, courtesy of Delphine Software and Electronic Arts. Expectations for this one are high, considering the success of the less-than-stellar VMX Racing, which enjoyed brisk sales despite offering only one type of racing. Moto Racer, in contrast, allows PlayStation owners to tear up some tarmac on a sleek crotch rocket or to fly the friendly skies on a rugged dirt bike.

Moto Racer offers three exciting play modes on a total of 10 different tracks, ensuring plenty of variety and replay value. Practice Mode allows the player to race against the clock on a closed track, while Single Race pits you against 23 computer-controlled opponents. You can also race an entire season in Championship Mode or go handlebar-to-handlebar with a friend in Moto Racer's excellent Two-player Split-screen Mode.

**Bang handlebars with a friend in Moto Racers's Split-Screen Mode.**





Unlike other racing titles, there are more than cosmetic differences in Moto Racer's racing classes. The street bikes really hug the pavement on even the sharpest hairpins and accelerate like a rocket on straight-aways. The dirt bikes, in contrast, are great for power slides and jumping. You can even perform a variety of tricks while airborne. Doing so won't increase your score, but it's still fun nonetheless.

Tracks include the standard dirt arenas and seaside jaunts; however, the designers weren't content to stop there. You can also race through temple ruins and atop the Great Wall of China. (Actually, the track is referred to simply as the "Great Wall." Are even world landmarks trademarked these days?)

Moto Racer has a distinct arcade look and feel, making it accessible to virtually any gamer. There's a bit of pop-up on some tracks, undoubtedly the result of Moto Racer's high resolution and frame rate. Control is adequate with the standard digital pads, but Sony's new Dual Analog Pad really adds another dimension.

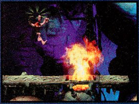
Although the PlayStation has been the recipient of some sub-par PC conversions in the past, Moto Racer made the translation seamlessly, leaving most other PlayStation racers in its dust.

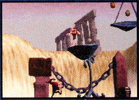
**STATS:**

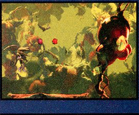
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| RACING | 1 or 2 | 100% | NOW | EA | DELPHINE |

# Skullmonkeys

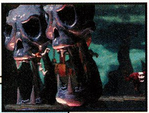
## Neanderthal nuttiness from the Neverhood

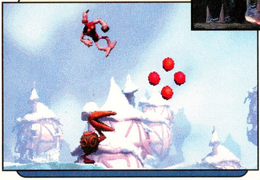






By far one of the most unique-looking titles ever seen on the PlayStation is the upcoming Skullmonkeys from Electronic Arts. Developed by DreamWorks Interactive and The Neverhood development group, Skullmonkeys follows the adventures of its hero, Klaymen, through a multitude of claymation worlds. The character animation, parts of the worlds and the cinemas scattered throughout the game were all illustrated using the distinctive method of clay sculpture and stop-motion photography, giving the game an incredibly unique look.

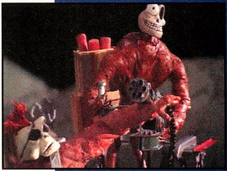




CHARACTER ANIMATION IS SUPERB AND QUITE FUNNY.

It seems that an evil villain named Klogg has allied himself with the less-than-brilliant inhabitants of the planet Idznak: the Skullmonkeys. Now it is up to Klaymen to prevent Klogg and the Skullmonkeys from destroying his home world.

The game follows the classic platform format, with nifty power-ups (like Klaymen's amusing collection of extra heads), extra lives, and oddball weapons like the Universe Enema and the Hamster Shield. With over 120 levels and 20 different worlds Skullmonkeys offers plenty of challenge. And the whole thing is topped off by some of the best music ever heard in a game. What fun!



**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| PLATFORM | 1 | 70% | JANUARY | EA | D.W./N.H. |

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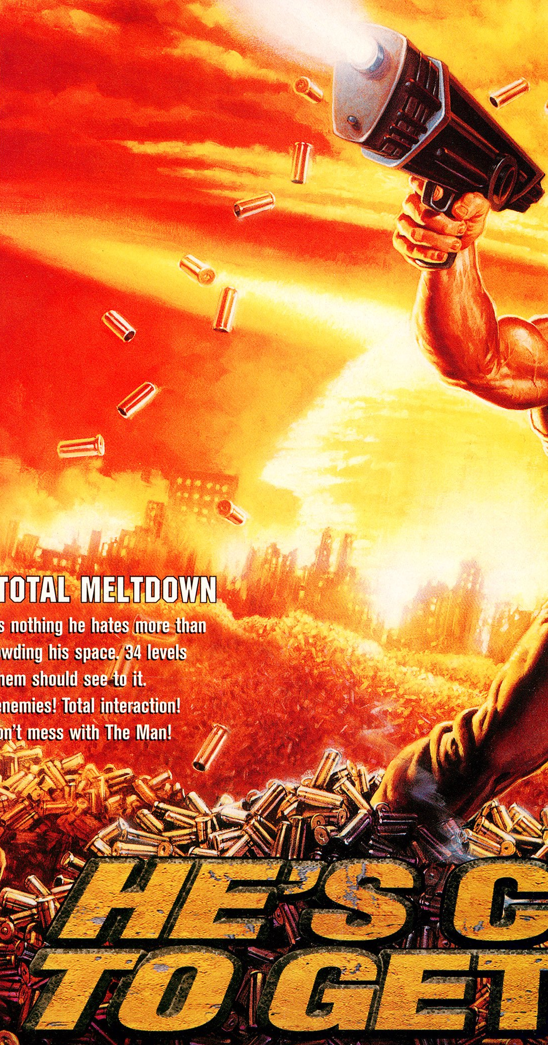

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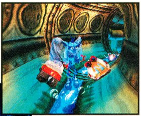
# Crash Bandicoot 2

## More marsupial madness

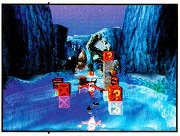
Crash Bandicoot, by becoming Sony's unofficial mascot, drew a great deal more criticism than he probably would have had otherwise. The controls in the game were sloppy, critics said, making the game far more challenging than it should have been—the kind of challenge gamers consider "cheap" and frustrating. Still, the game fared well, perhaps due to its beautiful graphics and innovative take on platform gaming. So when the question of doing a sequel arose, there was little doubt that a follow-up would be at least attempted. The question was, would the development team address gamers' criticisms? Jason Rubin of Naughty Dog, the programming team behind Crash's success, explains.

"We decided very quickly that we wanted to do something of the same basic gameplay: directed and challenge-based. The question was: "What can you do to make Crash 2 better than Crash 1?" We came up with two things. The first, which is the easier of the two to pull off (though not easy), is to make sure that Crash 2 was one of the best—if not *the* best—looking games this year. That involved every technical tweak that we had heard of. You go down the list of things that are trendy this year: Lens flares? We've got 'em. Particle rain? We've got it. The "bump" (Crash's burrowing animation)? You haven't seen it elsewhere; we've got it. That's the easy part, because that's just coding."

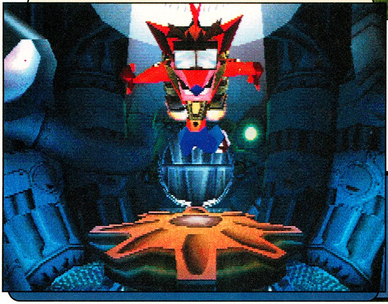
This "easy part" required the development of a new programming language: Game-Oriented Object LISP, or GOOL. Created by Naughty



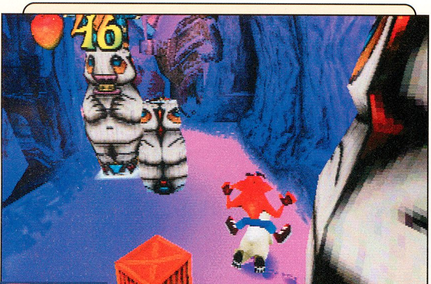
**Amusing death animations add to the impressive number of different Crash animations.**

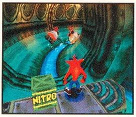


**Frozen ponds present new challenges for Crash to face.**



*The introduction of jetpack levels adds a unique—and quite challenging—dimension to an already unique platform game engine.*

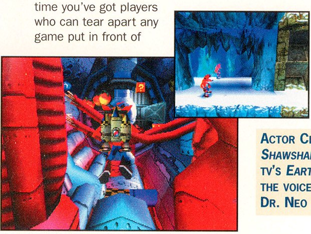


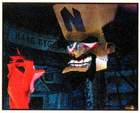


Dog programmer Andy Gavin, GOOL is a specialized language based on LISP, a high-level coding language developed at M.I.T. In spite of this (and no doubt to his programmers' dismay), Rubin insists that the real challenge lies elsewhere. "The hard part is to make the gameplay better; that's the most important thing. The installed user base on the PlayStation has more than doubled since Crash 1 came out. The new people are not die-hard gamers...but at the same time you've got players who can tear apart any game put in front of them. We wanted to cater to both of those demographics."

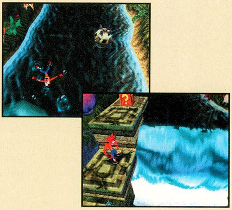
To this end, a unique form of player assistance was added (see sidebar), but no significant changes were made to the gameplay itself. Crash has a number of new actions, from a slide and a belly-flop to the ability to hang from gratings and burrow underground—not to mention new "vehicles" like the Jet Board, the Jet Pack and the Bear Cub. Still, the fundamental "directed and challenge-based" gameplay remains.

Crash 2 is shaping up to be an extremely well thought-out sequel to an already successful title. But don't take our word for it; check it out yourself on this month's demo disc. You're certain to be impressed.





**ACTOR CLANCY BROWN (OF *THE SHAWSHANK REDEMPTION* AND TV'S *EARTH 2*) IS FEATURED AS THE VOICE OF CRASH'S NEMESIS, DR. NEO CORTEX.**



**THE ORIGINAL CRASH OFTEN FRUSTRATED PLAYERS WITH CERTAIN TROUBLE SPOTS. THE NEW ENGINE TAKES STEPS TO PREVENT THIS.**

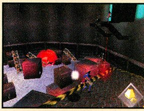
To cut down on the frustration factor, producer Mark Cerny, president of Universal Interactive Studios and designer of the arcade classic Marble Madness, created an innovative system to assist players who come up against a wall. Although Sony requested that no specific details be revealed, rest assured that the system simply gives a small (emphasis on *small*) but significant degree of assistance only to those players who are stuck in a single area. Players will probably never notice the assistance, but it has been observed to be a definite help to those less experienced with the game's engine. Moderate to highly skilled players may never need the subtle aid, but it's comforting to know it's there.

**STATS:**

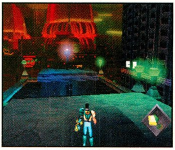
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| PLATFORM | 1 | 90% | NOVEMBER | SONY | N.D./U.I.S. |

# One

## One man. One mission. One state of mind...

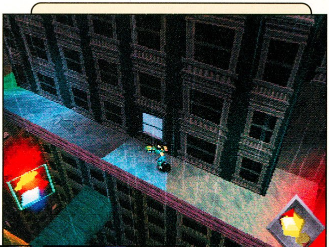


When ASC unveiled their new action title One a few months back, many members of the press were impressed by the unusual level design, fast action and great graphics. After E³, however, the company released a newer version of the game, which proved that we hadn't seen anything yet.



AN INDUSTRIAL WASTELAND IS CAIN'S BATTLEGROUND—OR PLAYGROUND, DEPENDING ON YOUR POINT OF VIEW.

The newest version of the game comes complete with carefully adjusted camera angles, enhanced weapon art and animation, and most importantly, a working Rage Meter, perhaps the most innovative feature of the game.



The Rage Meter is similar to a life bar in other games, in that it loses pieces when your character takes damage. The difference—and what makes the game interesting—is the fact that in order to replenish your life, and increase your Rage, you simply have to blow stuff up.

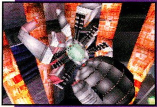
Once your Rage Meter is fully powered up, your weapon is far more powerful, and you gain new abilities, like higher jumps and more speed. To increase your Rage, you must simply destroy things, from harmless boxes (increasing the meter slightly) to dangerous enemies (which add more to the meter).

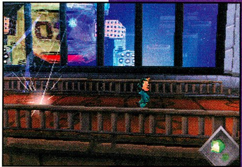
The screens shown here are from but two of the game's many levels. One level sets John Cain (your character) on the rooftops of a booming metropolis. He is assaulted by aircraft as well as enemies on foot, and must maneuver his way from rooftops to ledges and finally inside. To do this, he'll need to make a number of death-defying leaps, and knock down a few billboards (to use as bridges) to boot.

Another level pits John against a giant mechanical spider intent on his destruction. He must destroy the spider while avoiding its deadly attacks.

The newest revision of One is almost a completely different game from its early stages. If the game progresses as it has, it will undoubtedly be one of the hottest titles of the upcoming Christmas season. Hopefully, we will have a reviewable version next month. Stay tuned.

BEAUTIFUL LIGHT-SOURCED EXPLOSIONS ADD TO THE MANY GRAPHIC EFFECTS.



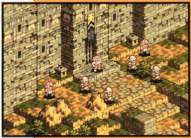


**STATS:**

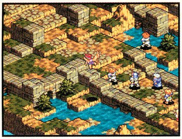
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ACTION | 1 | 75% | DECEMBER | ASC | VISUAL CONCEP |

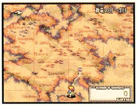
# Tactics Ogre

## One part chess, two parts Ogre Battle

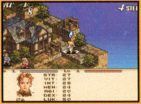


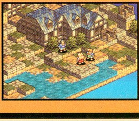
Joining the recent surge in PlayStation strategy role-playing games is Atlus' Tactics Ogre, a turn-based strategy title based on the company's successful Ogre Battle series. Bearing a resemblance to Vandal Hearts and Final Fantasy Tactics, Tactics Ogre combines RPG elements with a strategic engine almost reminiscent of chess in its complexity. You guide your player through a number of battles throughout an expansive land, vanquishing evil and championing the cause of good.





With a huge collection of characters and an impressive number of battles, Tactics Ogre should have something for the RPG fan and the strategist alike. If you liked Vandal Hearts, you'll probably need this one.





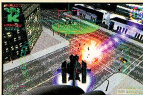
**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| STRATEGY | 1 | 90% | NOVEMBER | ATLUS | ARTDINK/QUEST |

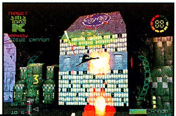
WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...
RYU'S FIREBALL
KEN'S DRAGON PUNCH
GUILE'S FLASH KICK

# G-Police

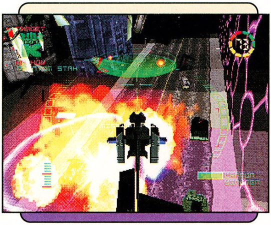
## Dispensing Teflon-coated justice from above



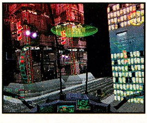
Set in a bleak, *Blade Runner*-esque future ruled by ruthless corporations, G-Police is the latest PlayStation offering from European hit-maker Psygnosis.



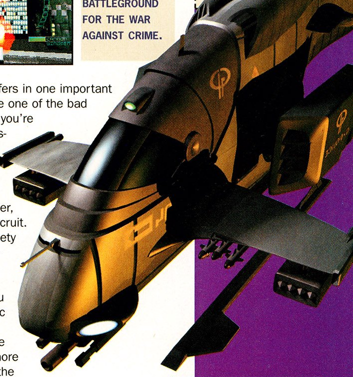
**DETAILED CITY ENVIRONMENTS PROVIDE A HAZARDOUS BATTLEGROUND FOR THE WAR AGAINST CRIME.**



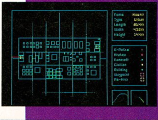
After depleting Earth of its natural resources, the nations of the world look toward the outer reaches of the solar system. As countries scramble to mine ever-diminishing ore deposits from every moon and planet, tensions begin to rise, eventually leading to war. One by one the nations fall, allowing powerful multinational corporations to take center stage. The companies, which are run more efficiently than the nations could ever dream, put aside their differences and unite in the attempt to better control their wayward colonies, insulated by the vast distances of space and increasingly dissatisfied living under what they now see as foreign rule. Realizing the colonies are in danger of slipping from their grasp, two powerful corporate leaders form the G-Police, an elite jet gunship squad dispatched throughout the colonies to squash any and all insurrections they encounter.



Although the plot sounds remarkably similar to another Psygnosis sci-fi shooter, Colony Wars, it differs in one important way—you're one of the bad guys. Well, you're at least posing as one to find out the truth surrounding the death of your sister, also a G-Police recruit.



Featuring a variety of awesome 360-degree, fly-anywhere urban environments, you pilot your futuristic death machine through 35 unique missions, each more challenging than the previous one.



Flight physics are realistic, but not so much so that you'll spend the first few hours just bouncing off buildings. Your ship can be outfitted with an arsenal of machine guns, lasers and bombs, each of which produce those trademark Psygnosis explosions. You know the kind. The light-sourced, transparent, fire-belching kind we've all come to know and love.

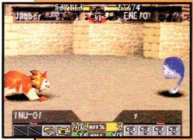
G-Police, along with Colony Wars and Shadow Master, represent one of the most formidable sci-fi triple threats ever. The only question: Which to buy first?

**STATS:**

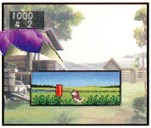
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ACTION | 1 | 100% | NOW | PSYGNOSIS | PSYGNOSIS |

# Monster Rancher

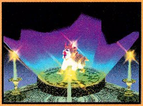
## Think of it as a Tamagotchi with teeth

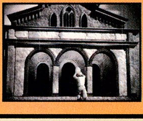


Remember Barcode Battler, the handheld electronic game that read barcodes to create cyber gladiators? While it may have flopped in the States, the game was quite popular in Japan, so popular, in fact, that a brand of soup with a particularly prized UPC code was impossible to find on shelves for months.



Now, Tecmo is expanding upon the idea with Monster Rancher, a monster breeding/fighting game that uses music CDs and your PlayStation to morph custom monsters. Once hatched, your monster must be fed, trained and cared for properly if you hope to raise a champion. But be careful; overindulge your monster, and it will become fat and lazy. Enter your monster in a tournament or save it to a memory card to pit it against a friend's.





**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| STRATEGY | 1 or 2 | 80% | DECEMBER | TECMO | TECMO |

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JUST ENTERED THE ARENA.

STREET FIGHTER COLLECTION

Remember these guys? They remember you. This game packs punch. 27 Street Fighters in 3 different games. Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, all in their true arcade form. Own the Street Fighter legacy. At around $1.50 a fighter, that's a fair fight, dontcha think?

STREET FIGHTER COLLECTION
PlayStation
CAPCOM

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation

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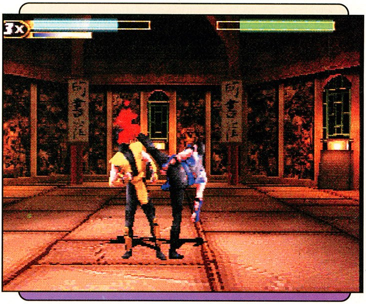
# MK Mythologies

## Sub-Zero: the man behind the myth



It looks as though 1997 will prove to be a memorable year for Mortal Kombat fans. In addition to the upcoming *Mortal Kombat Annihilation* movie and the arcade release of Mortal Kombat 4, the first MK title developed exclusively for home consoles should be in stores by the time you read this.

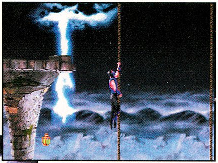
Entitled Mortal Kombat Mythologies: Sub-Zero, the project was helmed by John Tobias, co-creator of the original Mortal Kombat. According to John, he leapt at the chance to do a home game, because it offered the opportunity to "continue and embellish the mythos that Ed [Boon] and I created." To that end, Mythologies is more than a simple arena fighter. Rather, it is a unique combination of fighting, platforming and role-playing with an added dash full-motion video. The story, which occurs years before the events detailed in the first Mortal Kombat, centers on one of the most recognizable and popular characters in the MK universe, Sub-Zero. It seems as though the services of the infamous Lin Kuei ninja have been retained by Quan Chi, a mysterious magician played by Richard DiVisio, whom many fans remember as his MK alter-ego, Kano. As ordered by his master, Sub-Zero must break into an ancient Shaolin temple and steal the sacred Map of Elements, said to show the way to another, more powerful temple, long hidden from mortal men. Along the way, Sub-Zero learns his famous ice-throwing techniques and clashes with rival ninja, Scorpion.

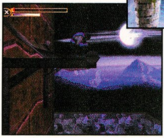
Mythologies controls essentially the same as previous MK titles, which is something of a mixed blessing. Although MK fans will instantly feel at home controlling Sub-Zero, jumping with the directional does take some practice.

Unlike MK4, the characters in Mythologies are mostly 2-D digitized sprites. The backgrounds, however, are texture-mapped polygons, which scale and rotate in a convincing fashion.

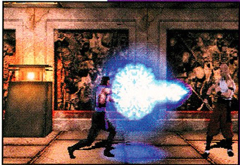
Players will encounter 30 different enemies as they battle their way through Mythologies' eight unique worlds. If the game is a hit, Midway has hinted at the possibility of more Mythologies titles.

THE GAME INCLUDES ALL THE GORE OF THE PREVIOUS MK TITLES.



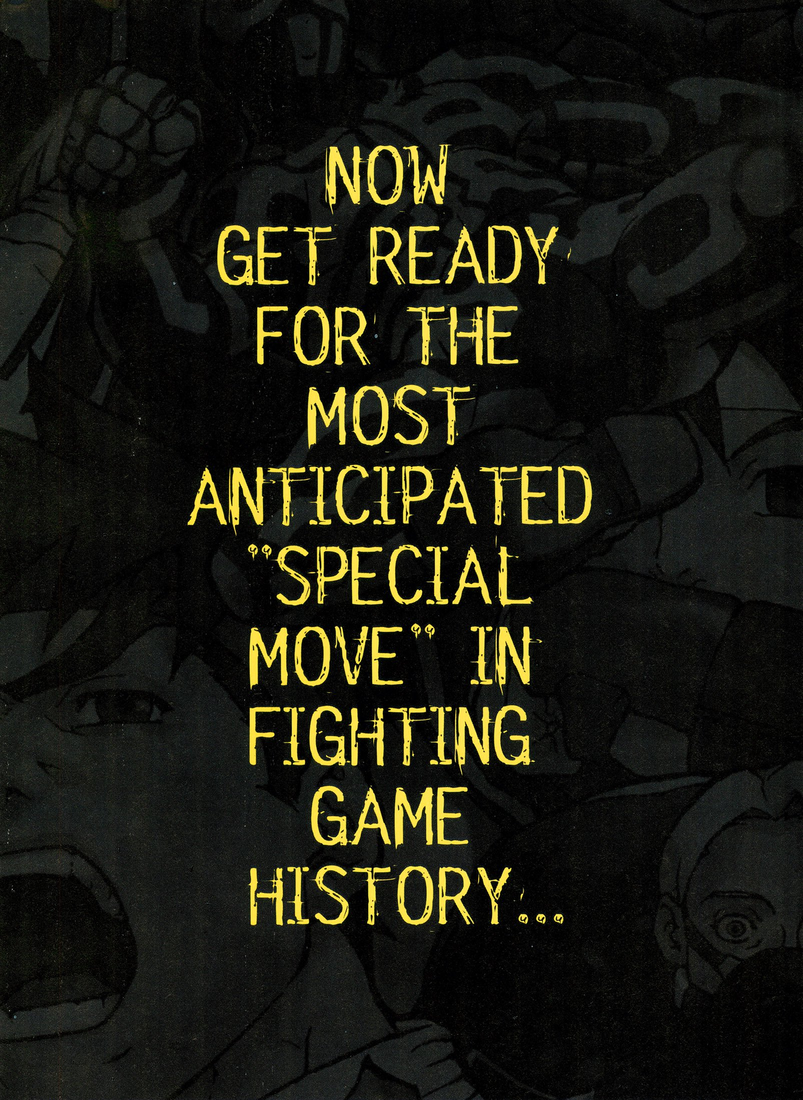


NEW ABILITIES, LIKE THIS ROPE CLIMB, WILL HELP SUB-ZERO COMPLETE HIS QUEST.



**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ADVENTURE | 1 | 95% | NOVEMBER | MIDWAY | MIDWAY |



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GET READY
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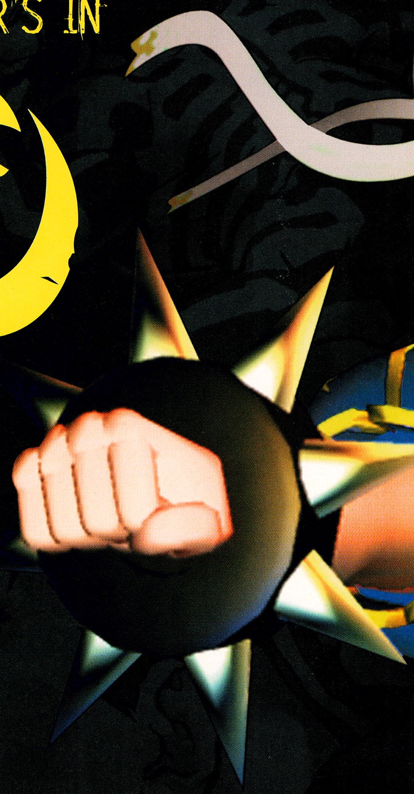
MOST
ANTICIPATED
"SPECIAL
MOVE" IN
FIGHTING
GAME
HISTORY...

# STREET FIGHTER'S IN 3-D



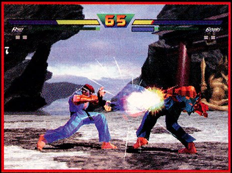
Been missin' Street Fighter gameplay? The world's premiere fighter goes kickin' and screamin' into 3-D. This beast pits the original 8 Street Fighter vets — Guile, Zangief, Ryu, Ken, Bison, Chun-Li, Dhalsim and Sakura in an amazing arcade hit. What else is the same? Signature Street Fighter gameplay. New? Lots! Crack your knuckles and welcome 12 all-new fighters in the biggest Street Fighter ever! Playable bosses, 7 different play modes, a total of 23 characters, this is the 3-D game worth fighting for...

PlayStation
Street Fighter EX plus α
TEEN
AGES 13+
CONTENT RATED BY ESRB
CAPCOM

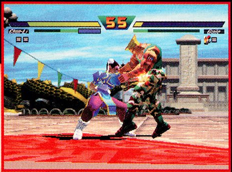
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation

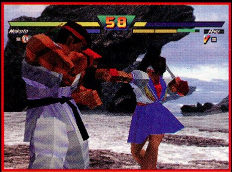
# STREET FIGHTER® EX plus α



Ryu got your number? New Training Mode adds moves, reduces bruises.



New Multi-Hit combos bring 'em to their knees.



Slow Mo Replay makes victory even sweeter.

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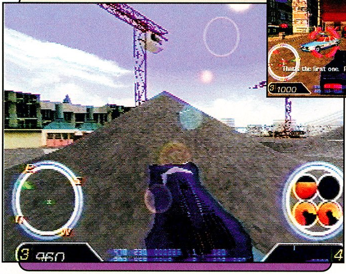
# Auto Destruct

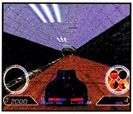
## The countdown has begun!

Imagine witnessing the brutal murder of your spouse and children. Would you avenge them, given the chance?

This is the premise of EA's new combat racing title, Auto Destruct. The game's hero, a champion automobile racer, sees his wife and daughter slaughtered by a fanatical cult called the Disciples of Lazarus. Vowing to exact his revenge, he is recruited by a mysterious organization and assigned with a number of missions. His only weapons are his wits and an ultrahigh-tech automobile equipped with a few surprises—under the hood and elsewhere.

Throughout the course of the game, the player receives information on cult activity, and is presented with a specific mission on his way to eventually eradicating the cult altogether.





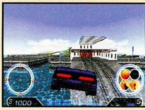
One level sends players careening through an endless subway system.

The battlefields are three-dimensional cities modeled after real-word locations. London, San Francisco, New York and Tokyo are among the game's levels, each one populated with enemy vehicles and other obstacles which the player must pass in order to complete the mission.

That's the first one. Put your foot down!

The missions range from simple seek-and-destroy objectives to escorting friendly vehicles through the game's deadly roadways.

Completing the missions gives the player new equipment—or cash with which to buy new equipment—as well as further information which will be used to continue the vendetta against the evil cult.



Varied environments offer plenty of obstacles to overcome.

I see you're getting the hang of things. I'm nearly done here. Be with you in a moment.

The levels are large, without predetermined paths, allowing the player to plan the best route to his destination. It's easy to get lost in the large, complex levels, so the game includes a radar with a guiding arrow which leads the player to the location of the next mission objective. This fact, coupled with the ability to run down pedestrians (who leave a hazardous pool of blood as their spirits float skyward) invites comparisons to the driving segment of the hit Die Hard Trilogy, Twisted Metal or the recently released Felony 11-79. In Auto Destruct, players are also given the ability to destroy buildings and other miscellaneous objects.

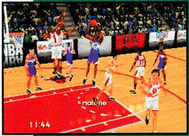
With strong artificial intelligence and a number of hidden areas, the game should offer plenty of challenge to gamers tired of the standard racing title. Auto Destruct should be out in time for Christmas.

**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ACTION | 1 | 85% | DECEMBER | EA | EA |

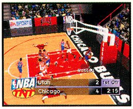
# NBA Live 98

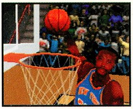
## It's all-the-way live!



Last year's edition of EA Sports' NBA Live was well received due to its realism and emphasis on simulation. This year's version picks up the pace a bit with some rockin' new features which appear to make the game even more well-rounded than before.

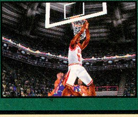
Among the new features in this year's version is the ability to dunk on demand, giving players the chance to slam in their friends' faces. Also added are fadeaway jump-shots, giving the game even more realism. The added ability to "juke" your opponents at will to shake off your opponent's coverage makes for an even more action-packed game.





Furthermore, this version seems *fast*, faster and smoother than many of the other basketball titles on the market. So it looks like EA Sports is well on their way to releasing an extremely well-rounded game, with equal emphasis on strategy and action.

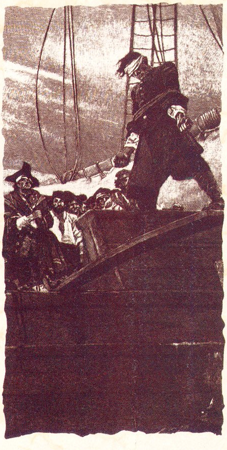
UTA 2
CHI 2
1st 2:25



**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| BASKETBALL | 1-8 | 80% | DECEMBER | EA | EA SPORTS |

The upside:
WENCHES.
The downside:
THE PLANK.

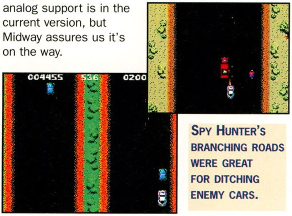


# Midway Classics 2

## Take a trip down memory lane

Hoping to emulate the success Namco continues to enjoy with their five-part Museum series, Midway is dusting off another batch of arcade hits for their second compilation, entitled Arcade's Greatest Hits–The Midway Collection 2. We'll forego the usual teary-eyed account of how we used to fill the pockets of our parachute pants with quarters, jump on our BMX bikes and head down to the local arcade and just tell you what games are on the disc.

First comes one of the most beloved driving/action games of all time, the mighty Spy Hunter. Released by Bally Midway in 1983, Spy Hunter blew away the competition by combining the driving excitement of Monaco GP with all the gadgets, intrigue and action of a Bond flick. The game even had the title music from the '60s TV series *Peter Gunn*. Players drove a hopped-up sports car along a branching highway, avoiding an assortment of bad guys while collecting oil slicks, smoke screens, rockets and other weaponry. Your car could even transform into a hydrofoil, allowing the player to ramp onto an adjacent river. No analog support is in the current version, but Midway assures us it's on the way.



**SPY HUNTER'S BRANCHING ROADS WERE GREAT FOR DITCHING ENEMY CARS.**

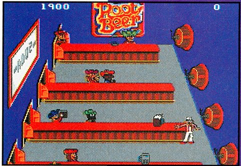
Next comes Moon Patrol, a side-scrolling lunar exploration game that put gamers at the controls of a six-wheeled moon buggy, capable of shooting aliens and jumping craters in a single bound. The game had nice parallax scrolling for the time as well as many a wicked jump.

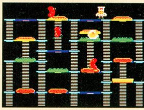
Root Beer Tapper, which originally sported Budweiser ads and was known simply as Tapper, is also included. Gamers played as a harried bartender who had to run from bar to bar, supplying a seemingly never-ending stream of thirsty customers with frosty mugs of ale. As many gamers will recall, the cabinet of the arcade version had an actual tapper for the player to pull, a feature regrettably absent in the PlayStation version. Some truly amusing animations (screw up too much, and the patrons will slide you belly-down across the bar and out the door, Western-style) and a mini "shell game" requiring the player to find the unshaken root beer can are the highlights of this off-beat title.

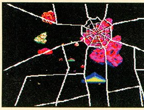
Also included in Midway Collection 2 are Burgertime, the platform burger-building game, and Joust 2, the overly ambitious follow-up to one of the best two-player games ever.

Blaster, a forward-scrolling space shooter with severely blocky, Atari 2600-calibre graphics and Splat!, a never-released forerunner of Food Fight, round out the collection, which is due in stores sometime during the fourth quarter of this year.

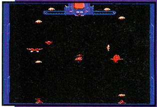
If that wasn't enough, a second collection of Atari hits is also rumored to be on the way from Midway. Stay tuned to *OPM* for more information as it develops.

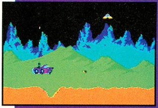


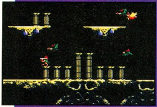




**SPLAT! (BELOW) WAS A NEVER-RELEASED FORERUNNER OF FOOD FIGHT.**





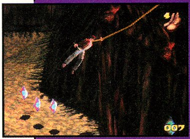


**STATS:**

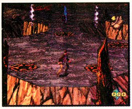
| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ARCADE | 1 or 2 | 85% | DECEMBER | MIDWAY | MIDWAY |

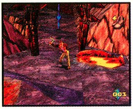
# Pitfall 3D

### The greatest swinger in gaming history returns!



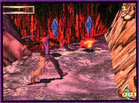
The bad news is Activision has delayed the release of Pitfall 3D until early next year. The good news, for all of you glass-is-half-full types, is the game is shaping into one of the finest Pandemonium!-style platform titles ever.

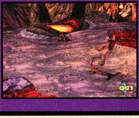




While exploring a remote corner of the world, Pitfall Harry is accidentally transported to an alternate dimension, ruled by an iron-fisted overlord. Harry's arrival tips off the overlord that there is an entire world on the other side of the gate ripe for the picking. Can Harry free the alien world and stop the overlord before he can invade the unsuspecting Earth?

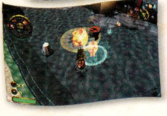
In addition to the usual vine swinging and jumping, Harry now has a pick axe, useful for both fighting and grappling. Harry also will encounter lucense, a strange substance that resembles radioactive Listerine, which makes Harry levitate in challenging new ways.





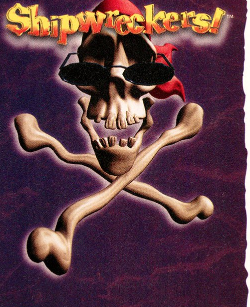
**STATS:**

| THEME | # OF PLAYERS | % COMPLETE | AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|---|---|---|
| ADVENTURE | 1 | 75% | 1ST QTR. '98 | ACTIVISION | ACTIVISION |



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psygnosis.com and enter the Shipwrecker's Treasure Quest Sweepstakes.



PlayStation

PSYGNOSIS

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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# FELONY 11-79™

TOTAL TIME
02:07:46
TIME LIMIT
173 sec
TOTAL AMOUNT
$138,200
TOTAL TIME
00:26:60
TIME LIMIT
274 sec
TOTAL AMOUNT
$186,684
$50,000
FENCE
POLICE CAR
FENCE
POLICE CAR
FUEL
DAMAGE
TIME LIMIT
272 sec
TOTAL AMOUNT
$153,624
$1,000
CHAIR
STAND
TOTAL TIME
02:50:70
TIME LIMIT
100 sec
$199,000
TOTAL TIME
02:14:96
TOTAL AMOUNT
$1,141,573
$5,000
FENCE
FENCE
FENCE
TOTAL TIME
01:37:40
FLOWE
FLO
FLO
FLO

# YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

*Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.*

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

ASCII
ENTERTAINMENT

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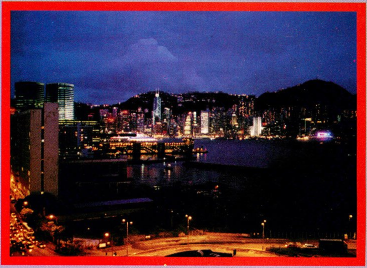
# international

**See what the rest of the world is playing**

The reach of the PlayStation is global, so it's only right that we provide you with the happenings and available games for your favorite system. This month we take a look at some happenings in Hong Kong, England and Japan.

## PlayStation Invades Hong Kong

Sony has recently announced that they will be setting up for business in Hong Kong. In a move to persuade local video game players to buy the real thing, Sony will make their PlayStation system and games available to the HK public. Up until now, bootlegged versions of the PlayStation gaming console, among many other systems, and software have been rampant in Hong Kong. This, of course, cuts in to the potential profits for Sony and keeps prices higher than necessary. It is important to note that unlike other areas like Japan and England, this is not a dedicated arm where game development will take place. Things could change in the future, but it seems an unlikely proposition, at least in the short-term.



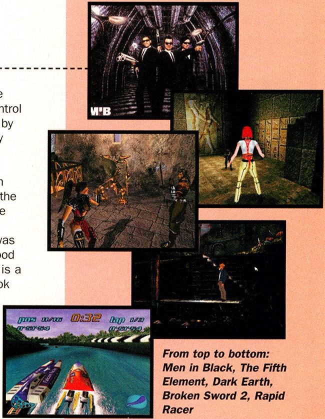
## ECTS 97

### Europe's premier entertainment expo

In general, there are few games that we do not see first in Japan or our shores, but this year's ECTS had a few surprises. Two of the most interesting were Men in Black and Judge Dredd which are both from Gremlin. Men in Black is still in its early form and will be available for both PC and the PlayStation. Judge Dredd looks like a light gun action game based on the long-running comic.

Making its debut was Fly by Wire from Shiny which puts you in control of a model helicopter controlled by the Sony analog controller. Shiny also showed Messiah and Ninja from Eidos made an early bow.

Medievil and Rapid Racer from Sony was shown at E$^3$ earlier in the year, but were unveiled in a more updated version. Rapid Racer was especially good looking and is a game to look out for.



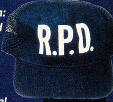
***From top to bottom: Men in Black, The Fifth Element, Dark Earth, Broken Sword 2, Rapid Racer***

# Tokyo Game Show

### News and snippets from Japan's bi-annual game showcase

CESA PRESENTS
TOKYO GAME SHOW
'97 AUTUMN
1997 9/5 Fri. 6 Sat. 7 Sun.
展示ホール1・2・3・4・5・6

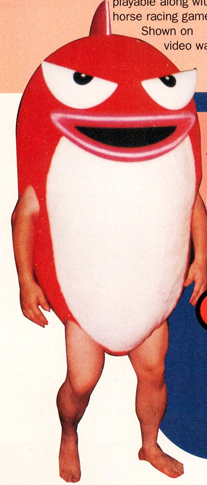
Held on Sept. 5-7, the Tokyo Game Show Autumn '97 packed in over 100 exhibitors that were showing over 520 games! Of this mass of software, almost half were for the PlayStation console. There were a few surprises in terms of games, and there were actually a few disappointing no-shows. The highlights start with Square's titles which were among the best on the show floor. Einhander (best playable game of the show), Xenogears, Front Mission 2 and Front Mission Alternative were playable along with a horse racing game. Shown on video was Parasite Eve, Chocobos Mysterious Dungeon and Soukaigi. Tekken 3 was absent, but Namco did show more of Klonoa and Namco Encore, which is the sixth classic game collection title featuring titles like Rolling Thunder and others. Konami didn't have a playable Metal Gear at the show, but unveiled a live demonstration held off-sight. Their best PS title was probably Nagano Winter Olympics '98 followed closely by Konami Auntiques, the MSX collection featuring emulations of classics like Ye-Ar Kung Fu and Konami Tennis. GT (Grand Tourismo) from Sony had the most amazing graphics yet seen for a racing game on the PS.



BIOHAZARD
physical containment
biological containment

PEPSI
Cool
SPEED

*From top to bottom: Chris, Rebecca and Jill from Resident Evil Director's Cut, Raccoon Police Department hat featuring the official Biohazard (Resident Evil's name in Japan) tag, a cute girl sporting a Croc swimsuit and more sticker club action. Pepsi man!*

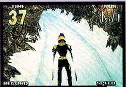


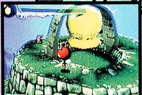
Japanese sausage is a tasty treat, enjoyed by people of all ages. Available in Japan and in select Asian grocery markets, this snack is best described as similar to a turkey gobble stick.

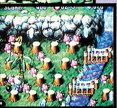
Has the Tamagotchi craze died down in Japan? Ha! The only Tamagotchi-related goods to be had are weird game off-shoots and this watch (pictured right) that functions as a watch. That's it. It does have the characters on the band and is rather colorful.

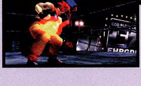
たまごっち
うでどけい
BANDAI

***Some of the games that looked neat were Snow Break from Atlus, Klonoa from Namco and Bomberman (yes!) for the PlayStation. The last picture is from the Square/Namco game Ehrgeiz which was recently unveiled at the Jamma show which was also in Japan. This cool game is said to be coming soon to the PlayStation and is developed on the Namco System 12 arcade board which housed Tekken 3.***



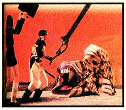


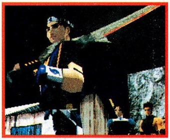




## Soukaigi

Bearing a resemblance to their earlier effort Bushido Blade, Soukaigi seems to be going toward the deeper story route. Although the plot promises to be RPG-like, the action is 3-D fighting with magic spells thrown in for good measure. Different characters with varied fighting styles will face an array of monsters that need to be vanquished. It's a little hard to say how much the gameplay will resemble Bushido Blade judging from the footage seen, but there is a chance that it could be turn-based since video of actual battles were scarce. There are a lot of rendered movies that advance the story line which look fantastic. Soukaigi is looking like a very solid experience.



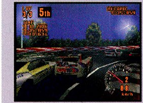


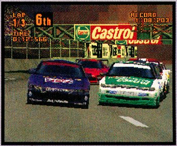
**stats:**

| AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|
| TBA | Square | Square |

## Gran Tourismo

Sony's upcoming racing title is shaping up to be one of the most comprehensive racing titles available. With over 120 different vehicles as of this writing (licensing issues may affect the final count), each one modeled after a real-world counterpart, Gran Tourismo appears to excel both in realism and gameplay. Manufacturers range from Chevrolet to Honda, and vehicles range from low-end family cars to supercharged racing machines. (Players compete only against the same class, of course.) After tearing through the track, players are treated to one of the most realistic-looking replays ever seen in a game—it looks straight off of ESPN! Expect to see Gran Tourismo early next year.



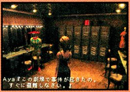


**stats:**

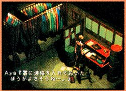
| AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|
| 1st QTR. '98 | Sony | Sony |

## Parasite Eve

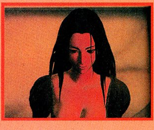
The first game to come out of the Los Angeles and Honolulu branches of Square looks to be another blockbuster. Parasite Eve is based on a Japanese novel by Hideaki Sena, which was set in Manhattan revolving around a woman with intelligent Mitochondria. You play as Aya, a detective, who interacts with her surroundings similar to the style of Resident Evil. There should be a greater emphasis on RPG elements with the battles more in line with Final Fantasy VII implementing a menu and turn-based combat system. We'll keep you updated on this hot title.



Aya『この劇場で事件が起きたの。
すぐに避難しなさい。』



Aya『署に連絡を入れておいた
ほうがよさそうね…。』

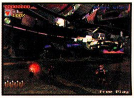


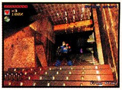
**stats:**

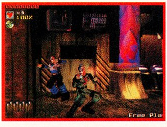
| AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|
| 4th QTR '97 | Square | Square |

## Judge Dredd

The tough law enforcer of Mega City 1 is hitting the PlayStation later this year in England. Judge Dredd looks to be a combination of 3-D rendered figures wandering around realtime backgrounds which are put there for you to blast away! The game has four stages with a total of 15 levels that range all over Mega City 1. Some of these action areas include tunnels, plazas, elevator shafts and mezzanine floors which share that gritty look made famous in the comic. The characters are motion-captured to ensure that they blow up real well and realistically. The coolest part is that the cover art will be by none other than Simon Bisley who has done countless works on the series. Sounds pretty good so far.







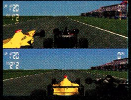
**stats:**

| AVAILABILITY | PUBLISHER | DEVELOPER |
|---|---|---|
| 4th QTR '97 | Gremlin | Gremlin |

NECK HAIR WAS MEANT TO BRISTLE.
PSYGNOSIS
PlayStation
FIA FORMULA 1 WORLD CHAMPIONSHIP
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

36
TIME EXTENDED
POSITION
13/22

This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

**FORMULA 1**
**Championship Edition**
**www.psygnosis.com**

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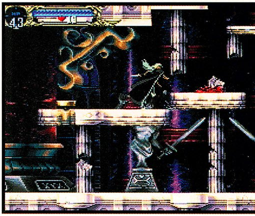
# CASTLEVANIA: SYMPHONY OF THE NIGHT

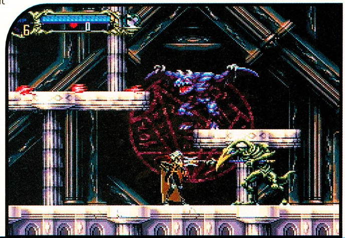


The classic struggle between good and evil continues—on the PlayStation

Wow. That's the first word that comes to mind when discussing Castlevania: Symphony of the Night. I knew that Konami's decision to keep Castlevania 2-D would insure rock-solid gameplay, but I wasn't prepared to be equally blown away by Symphony of the Night's graphics. The hand-drawn graphics perfectly match the gothic tone of the game (I couldn't imagine doing it with polys), and the animation is some of the best ever.

The game takes place roughly four years after Richter Belmont defeated the feared Count at the end of Dracula X. All seems to be well when Castlevania (the Count's foreboding residence) mysteriously reappears 96 years ahead of schedule. Even more mysterious, the man who disposed of Drac the last time around disappears without a trace. Sensing the presence of extreme evil in his homeland, Alucard, the half-vampiric son of the Count, rises from his self-imposed slumber to see what's up. Is Dracula truly dead? Where has Richter gone? How did Maria grow up so fast?! You'll have to buy the game to find out, because I'm not telling.

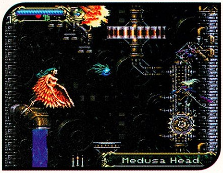
Aside from the 32-Bit facelift, the biggest change in Castlevania has got to be the addition of RPG elements. (OK, the second installment had role-playing elements, but the series had strayed away from this format in subsequent installments.) As you wander throughout the castle, you'll find, win and have the option of buying all manner of items, which literally can be used to equip your character from head to toe. You will also acquire shape-shifting abilities and several familiars (tiny allies who follow you about providing advice and assistance), adding loads of new play mechanics and replayability. You can also learn a variety of powerful spells, which are unleashed by executing Street Fighter-like key commands.



These improvements, however, pale in comparison to the sprawling, Metroid-like level design. Alucard, like Samus, can venture into new areas only after acquiring certain items and abilities. Newcomers to the series don't have to worry about continuously walking into fights they aren't tough enough to handle, because they will be physically cut off from them.

If all of this weren't enough, Konami went the extra mile (make that 10 extra

**The hand-drawn**
**the gothic tone**



Our fearless leader, Wataru, guides us through the REVIEW section

### THE COLOR SCHEMES

**BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:**

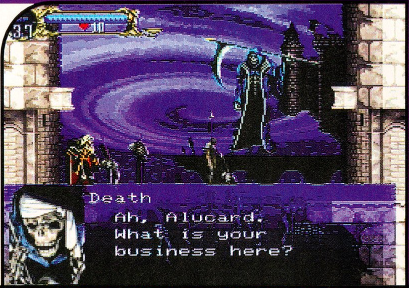
- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports
- Platform

### THE RATING SYSTEM

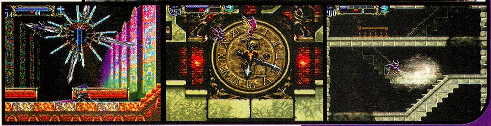
●●●●● Excellent. A must-have game.
●●●●○ Very good. Well worth your time.
●●●○○ Good. Its flaws can be overlooked.
●●○○○ Below average, but not awful.
●○○○○ Almost offensive in its badness.

**playSTATS**

1 Player | Memory Card 1block | Konami



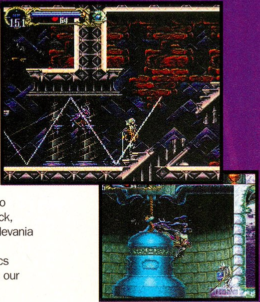
ALUCARD BEGINS AS HIS USUAL BAD-ASS SELF, BUT A RUN-IN WITH DEATH STRIPS HIM OF NEARLY ALL HIS POWERS AND POSSESSIONS, REQUIRING THE PLAYER TO RESTORE HIM TO GREATNESS.



miles) by rewarding the best players with two MAJOR twists. Again, I won't go into detail, but suffice it to say they're well worth the effort.

Now here's the part in the review where it's customary to get a little nitpicky and point out all the flaws, but there really aren't too many. Symphony departs from its predecessors by placing far less of an emphasis on dexterity tests, but that's more of a design decision. Even so, some tricky jumps or ultra-tough Bosses may have spiced things up a bit. Also, once fully equipped, Alucard becomes such a bad-ass that even the toughest enemies provide little resistance. Perhaps the game's enemies (even those of the throw-away, "pawn" variety) should level-up along with Alucard. Also, although your inventory rapidly swells to include dozens of items, most of them aren't substantially different and confuse the issue a bit.

**graphics perfectly match of the game...**



The voice acting isn't anything special, but the moody soundtrack more than offsets it. Tunes range from chamber music to jazz riffs to straight-ahead rock, even reprising previous Castlevania tunes along the way.

Giving Castlevania five discs was my first no-brainer since our relaunch. Buy it.

***–Gary Mollohan***

## Official U.S. PlayStation Magazine box score

**Pros**

- Beautiful, hand-drawn graphics
- Metroid-like level design
- Moody orchestral soundtrack
- Lack of censorship in U.S. version!

**Cons**

- Lacks killer Japanese pack-ins
- A bit too easy to beat
- Lackluster English voice acting
- Not enough dexterity tests

**Official Rating**

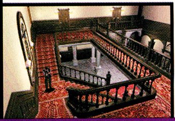
● ● ● ● ●

RESIDENT EVIL
DIRECTOR'S CUT
PlayStation
CAPCOM

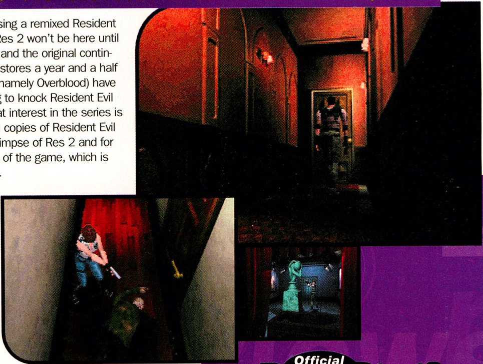
playSTATS

1 Player | Memory Card 1block | Capcom

# RESIDENT EVIL DIRECTOR'S CUT



## Why are the choicest cuts still missing?

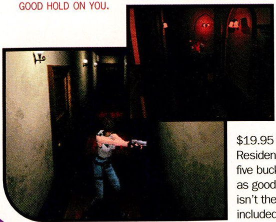


From a business standpoint, releasing a remixed Resident Evil makes quite a bit of sense; Res 2 won't be here until January (assuming all goes well), and the original continues to do brisk business at resale stores a year and a half since its original release. Although others (namely Overblood) have tried, no action/horror title has come along to knock Resident Evil off the top of the hill. I'm also guessing that interest in the series is so high many who parted with their original copies of Resident Evil will pick up Director's Cut just to catch a glimpse of Res 2 and for the chance to play a slightly harder version of the game, which is what Director's Cut essentially amounts to.

The game actually has three skill levels–Standard, Training and Advanced–making Director's Cut accessible to gamers of varying skills. In the Advanced version, item location has been changed, health and ammo are less plentiful and the zombies are far more numerous, aggressive and powerful, making the game very difficult to beat.

All of this is great for diehard Res fanatics, but I think calling the game "Director's Cut" is misleading. Generally, the term is reserved for a work that has been restored to its creators' original intentions. Many had predicted Director's Cut would restore all the missing gore and other questionable material (e.g. Chris Redfield smoking in the character bios) found in its Japanese counterpart (BioHazard), but such is not the case. The second biggest gripe gamers originally had with Resident Evil was the ultra-lame voice acting, but that wasn't addressed, either. You *do* get a couple of new outfits for each main character as well as a few other surprises, but so what?

IN THE NEW ADVANCED VERSION, HEALTH AND AMMO ARE LESS PLENTIFUL. ALSO, ZOMBIES ARE SO TOUGH, YOU'RE FINISHED IF ONE GETS A GOOD HOLD ON YOU.



Rather than releasing Director's Cut, in my opinion, Capcom should have A: rereleased Resident Evil at Sony's Greatest Hits' price of $19.95 or B: distributed the Resident Evil 2 demo at maybe five bucks a pop. Although Res is as good as ever, Director's Cut isn't the game people (myself included) really wanted.

***–Gary Mollohan***

### Official U.S. PlayStation Magazine box score

**Pros**

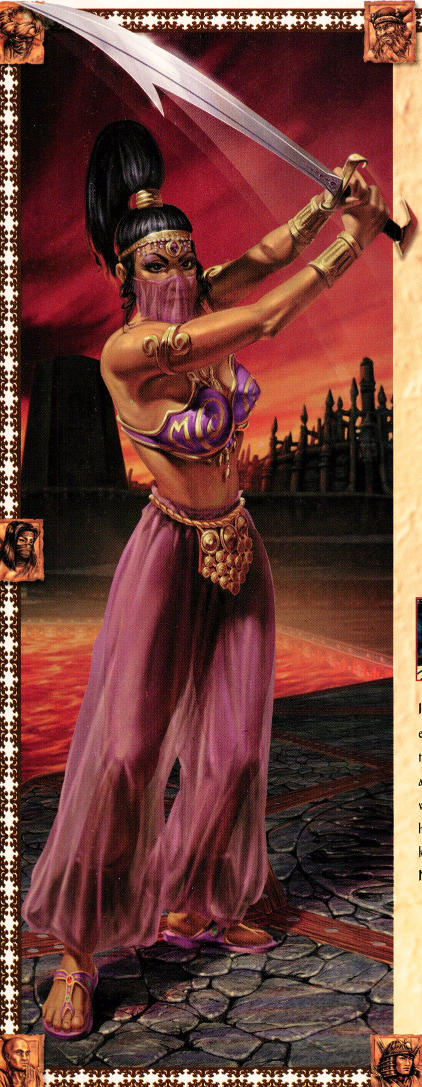
- Incredible Resident Evil 2 demo
- Ultra-tough Advanced version
- New outfits and camera angles
- A few new scares and other surprises

**Cons**

- It's still censored!
- Same cheesy voices and dialogue
- Transparent attempt to milk a little more cash from the franchise?

**Official Rating**

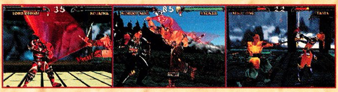
● ● ● ○ ○



# MEET NAMIRA.

SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button -- it might just save your butt. Not to mention your life.

MACE
The Dark Age™

EVERYTHING'S A WEAPON.

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MIDWAY

NINTENDO 64
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY ESRB

# PICK A

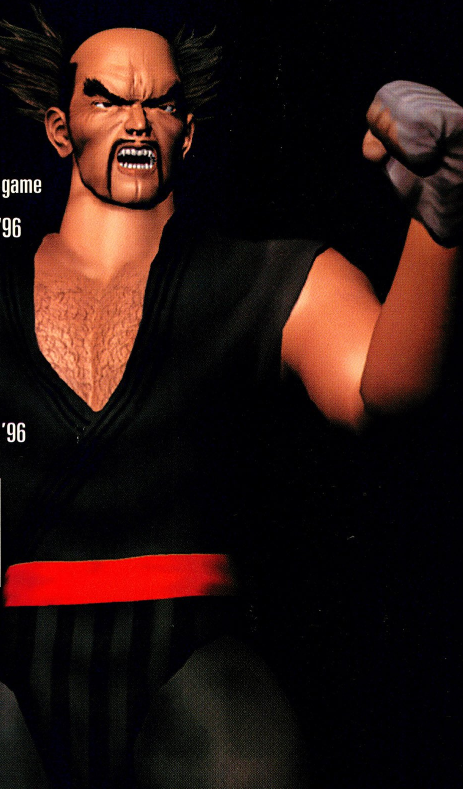
## (HEY, IT'S CHRISTMAS.

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!"- Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



HEIHACHI
40
PAUL

JACK
25
NINA
WIN 1

鉄拳
TEKKEN2™

Tekken 2™ © 1994 1995 1996 Namco Ltd. SOULBLADE™ & © 1995 1996 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

# FIGHT.

## PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97

WIN 1
29
CHALLENGER
TAKI
LI LONG

WIN 1
29
CHALLENGER
TAKI
MITSURUGI

SOULBLADE™

The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation™

www.namco.com

namco®

playSTATS

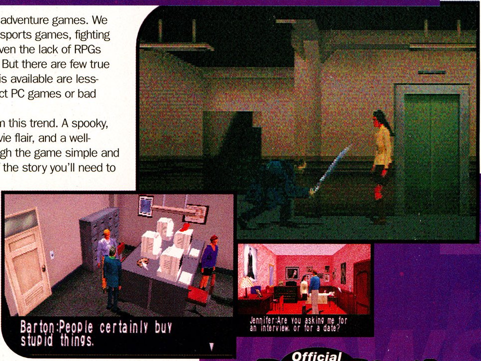
1 Player | Memory Card 1block | ASCII

# CLOCK TOWER

"Presented with great B-movie flair..."

The PlayStation has a shortage of adventure games. We have more than our fair share of sports games, fighting games and driving games; now even the lack of RPGs has been satisfactorily addressed. But there are few true adventure games out there. Most of what is available are less-than-perfect translations of less-than-perfect PC games or bad knock-offs of successful titles.

Clock Tower is a welcome departure from this trend. A spooky, original story is presented with great B-movie flair, and a well-designed interface makes navigating through the game simple and unobtrusive. However, to see the merits of the story you'll need to look past some pretty poor writing. This may be due to errors in translation, but it can lead to some questionable interpretations of the story's dialogue. Here's an example: When a scientist remarks that Helen and Jennifer have been living together so long that they're beginning to resemble each other, her colleague (in an apparent non sequitur) responds that one can't let one's feelings influence one's judgement. Because of the presentation, it's not clear whether he's talking about the girls' part in the investigation or implying that the two may be gaming's first "alternative lifestyle" couple. Confusion in translation has been a tradition from the first days of gaming (ever hear where Donkey Kong got its name?), but in a story like this, clarity is key.



Barton:People certainly buy stupid things.

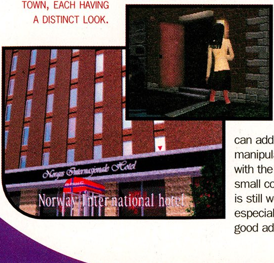
Jennifer:Are you asking me for an interview, or for a date?

Another viable complaint is that the game is just too short. The inclusion of 10 "hints" and 10 different endings add some degree of replayability, but let's face it: Once you know what happens in the end, you lose some of the excitement, and I'm afraid that the reward for earning all 10 endings really isn't worth the effort.

Not being able to save whenever you wish can add some frustration, as can manipulating the mouse-like cursor with the PS pad, but these are small complaints. Clock Tower is still well worth checking out, especially if you're as starved for good adventure titles as I am.

*–Joe Rybicki*

IN PURSUIT OF THE SCISSORMAN, PLAYERS WILL NEED TO VISIT A NUMBER OF DIFFERENT LOCATIONS IN THE SMALL UNIVERSITY TOWN, EACH HAVING A DISTINCT LOOK.



## Official U.S. PlayStation Magazine box score

**Pros**

- Spooky, original story
- Well-designed interface
- Relatively non-linear

**Cons**

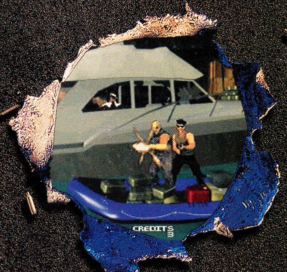
- Translation errors
- Too short
- Some predictable aspects

**Official Rating**

● ● ● ○ ○

# ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.



## (BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead; pull the trigger.

MAXIMUM FORCE

PULL THE TRIGGER

MIDWAY

PlayStation

MATURE M AGES 17+ CONTENT RATED BY ESRB

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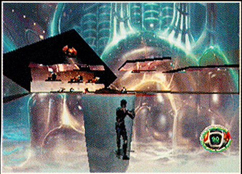
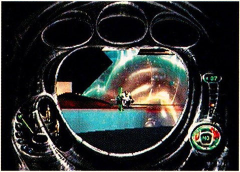
# DON'T SHOOT

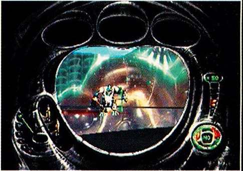
Actual PlayStation Screen Shots.



*From 3rd person view, span the horizon for your target.*



*Snap into sniper mode with the flip of a button.*



*Start zooming in.*

With hundreds of enemy alien grunts and bosses waiting in ambush, saving the earth is an almost impossible task. Fortunately the revolutionary sniper mode evens the odds. Zoom in and target your prey from over two miles away. What was once just a speck on the horizon is now an enemy close enough to see the fear in its eyes. Whether or not it deserves to keep its head is your call.

- Six new arenas designed exclusively for the Sony PlayStation™ game console.
- An arsenal of unique and twisted weapons including bombs, grenades, homing missiles, parachutes, and much more.
- 60 arenas spread out over 6 massive mining cities.
- Full 3-D environment allowing 360 degree freedom of movement.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

NEVERSOFT ENTERTAINMENT

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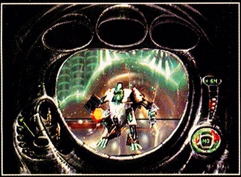
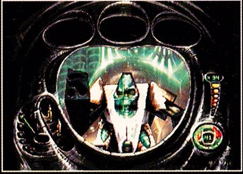
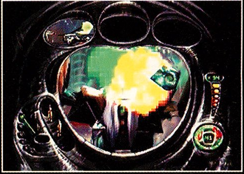
# ...UNTIL YOU SEE THE GREENS OF THEIR EYES.



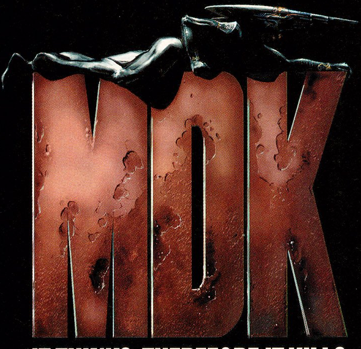
*Keep going.*



*Ahh. Bullets or homing grenades?*



*Homing grenades.*



**IT THINKS. THEREFORE IT KILLS.**

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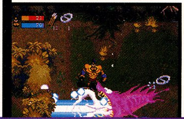
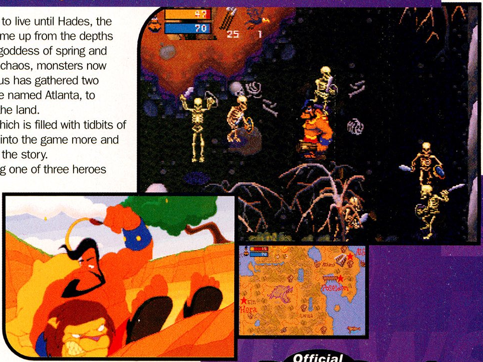
1 or 2 Players | Memory Card 1block | LucasArts

# HERC'S ADVENTURES



"A comical game filled with cartoons."



Greece was once a peaceful place to live until Hades, the god of the dead, happened to come up from the depths and kidnapped Persephone, the goddess of spring and new growth. The land has gone to chaos, monsters now roam the once known utopia. Fear not! Zeus has gathered two heroes, Hercules and Jason, and a heroine named Atlanta, to rescue Persephone and restore peace to the land.

Herc's Adventures is a comical game, which is filled with tidbits of movies (cartoons). As you venture deeper into the game more and more tidbits of cartoons pop up, unfolding the story.

In the beginning you start off by choosing one of three heroes mentioned above. Choose wisely as each has his/her own distinctive skills. For example, Hercules may be good in close-combat, but not as skilled in distance fighting like Atlanta. As you progress, your characters become stronger in defense and offense. The action is like an action/RPG-style game.

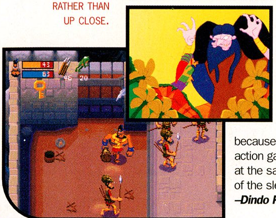
Despite the game being cartoon-like, this is not only for the young ones. Difficulty does set in. There are 40 worlds and they are filled with Hades' creatures. The second part of the game is filled with skeletons and they are a b*$@#. You may consider playing two-player cooperative to complete areas more easily than playing One-player Mode.

The environments always change as well as the story. As you meet other gods on the way they will make you accomplish a mission for them. In many cases you have to recover an item for them in order for you to advance to other areas of the ancient world. The gameplay never gets redundant, there is always something to do and many places to go like in an RPG game.

In the end, Herc's Adventures may not have stellar graphics or a superb story line, but it could hold its own because of its playability as an action game while having great fun at the same time. HA may be one of the sleepers of the year.

*–Dindo Perez*

WHILE ADVENTURING YOU MUST FACE HADES' HIRELINGS LIKE THESE ARMSMEN CONTROLLING THE FORT. ATTACK THEM FROM A DISTANCE RATHER THAN UP CLOSE.



Official U.S. PlayStation Magazine box score

**Pros**

- **Hilarious weapons**
- **Ever-changing environments**
- **Missions within missions**

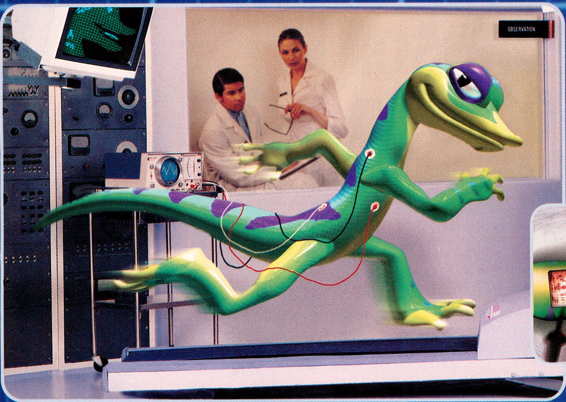
**Cons**

- **Too cartoony for some adults**

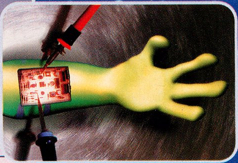
Official Rating

●●●○○

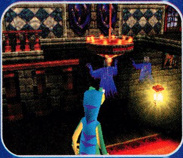
# WE'VE REBUILT HIM . . .
# MADE HIM STRONGER . . . FASTER . . .
# WE HAVE THE TECHNOLOGY

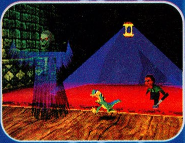


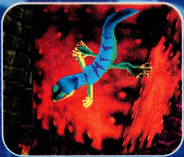
**GEX: Enter the Gecko.**
360 degrees of "go anywhere you want" 3D EXPLORATION! We're pushing the limits of 3D technology by combining free-roaming gameplay with brilliantly detailed graphics and special effects.



GEX is juiced with over 125 unique moves and 3,400 frames of fluid character animation. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.







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THE GECKO

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RATING PENDING
RP
CONTENT RATED BY
ESRB

PlayStation

PC
CD-ROM

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CRYSTAL
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playSTATS

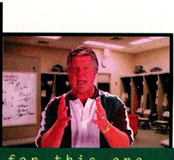
Multi Tap Adaptable 1~8 Players

1~8 Players

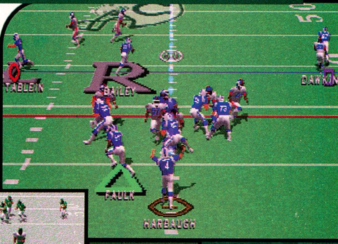
Memory Card 1block

Interplay

# JIMMY JOHNSON VR FOOTBALL

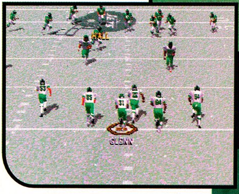


## No ring for the coach for this one



It's that time when the NFL is in full swing and all of your favorite teams are fiercely competing against each other to claim a spot for the playoffs and eventually win the Super Bowl. There is a similar event going on in the gaming industry. All of the companies are competing to see who has the most realistic and playable football game there is. Unfortunately, Jimmy Johnson VR Football '98 fell short to this year's competition.

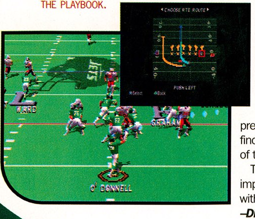
The overall look of the graphics are fair, but not good. The movements of players running, tackling and other football actions lack frames of animations. This is a problem when dealing with sprites. It's hard to imitate realistic movements of characters especially in making sports games. In many cases the characters tend to be blocky and the action choppy. The players here look too cartoony, which others in the office don't like, but it doesn't bother me that much.



I am always a sucker for eye candy, but I generally look into the gameplay perspective of the sports game. Jimmy Johnson VR Football '98 has some interesting and not so interesting gameplay mechanics. A plus would be the Play Editor. You can create your own plays and implement them in your game, which you can continue using through the course of the Season. You'll need a memory card to back them up.

Jimmy Johnson features a play editor that other football games lack. You can create your own plays and implement them in the playbook.

Another plus would be the Passing Arc. This enables you to underthrow or lead your receiver. Personally, I generally turn this feature off because your opponent (friend) will know where the pass will go. In the end it has its advantages and disadvantages.



What bothers me most about the game is that it is too easy to catch the ball. You can practically use the Passing Arc for this method. Throw a deep route. Press the speed burst til you get to the end of the arc and press jump for the ball. It's like finding the pot of gold at the end of the rainbow.

This title needs some improvement to compete with the big boys.

*–Dindo Perez*

Official U.S. PlayStation Magazine box score

**Pros**

- Play Editor—customize your own plays
- You can lead or underthrow receivers

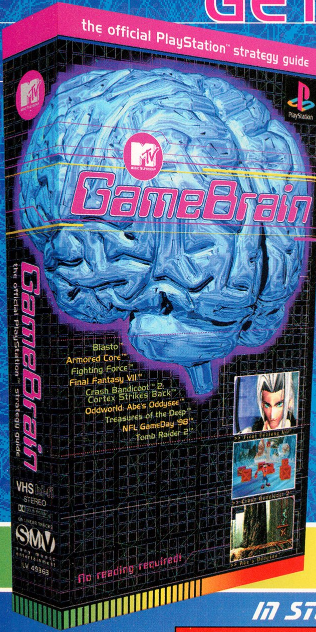
**Cons**

- Too many money plays; too easy to catch the ball
- Graphics need some attention

Official Rating

● ● ○ ○ ○

# GET INSIDE THE GAME!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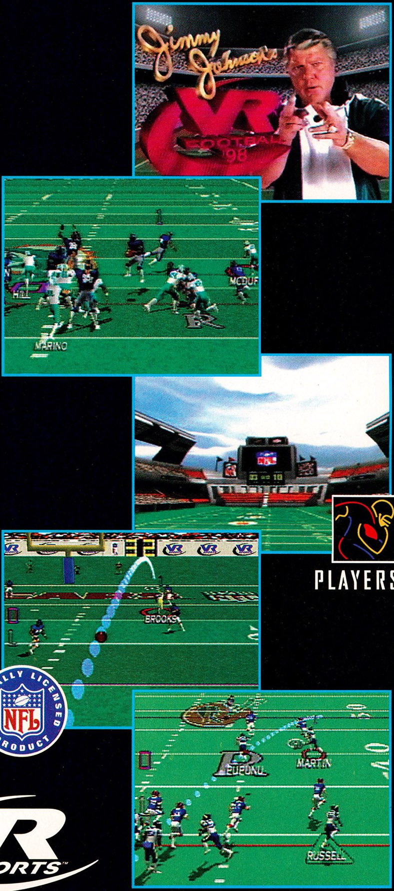
– Jimmy Johnson, Miami Dolphins



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– Jimmy Johnson

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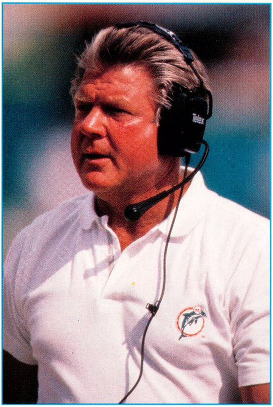

JIMMY JOHNSON'S
VR
FOOTBALL
'98™

Start Taking Notes.

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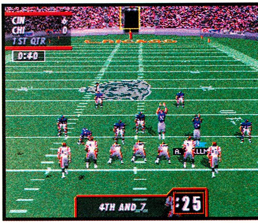


# MADDEN NFL 98

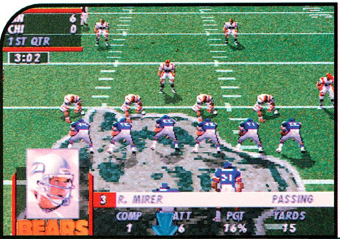
## A bit of football deja-vu

Remember when Madden 97 was released? Remember the realistic players, the dead-on stadiums, the almost broadcast-quality presentation? So maybe the artificial intelligence was less than stellar; it was still an enjoyable game, and revolutionary in many ways. Its main competitor was Sony's GameDay 97, which many agreed was a comprehensive title, but was lacking in terms of presentation and solid gameplay. Opinions differed, but one thing was clear: Madden was at least a chief contender for the top spot of video football.

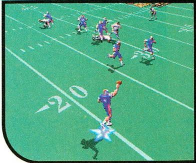
Fast forward now to the present, where a largely unchanged version of Madden must compete against a revamped, polygon-based GameDay. The changes to this year's Madden are mostly cosmetic, and buzz words like "V-Polys" and "Liquid AI" are really just hot air. The verdict? Surprisingly, this year Madden finds himself in the unusual position of competing for second place.

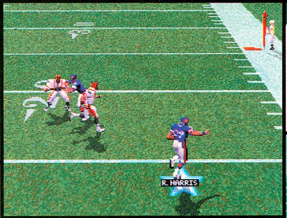
This year's game has the same slick presentation and multitude of teams as last year's. Its true faults are all found in its gameplay, which any observant gamer will recognize as the most important aspect of any game. Poor controls (like being unable to control the player's direction during a speed burst) and sluggish play result in a game that's difficult to get into. And whether liquid, solid or gaseous, the AI isn't that much better than last year's version—not enough to matter. It's still ridiculously easy to complete passes, even in tight coverage (so much so, in fact, that the computer is far more likely to attempt a passing play than a run). I suppose this is a good thing, however, since the sluggish controls make running a foolish endeavor. Unbelievable load times also detract from the experience, as do the game's pixellated graphics and horribly artificial voice commentary.

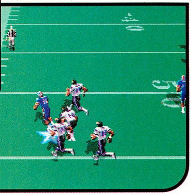
On the positive side, the AI *is* improved, albeit slightly. You can rely on a single play to get you through the game in Rookie Mode, but the computerized teams shut you down quickly in other modes. All the teams and rosters are present and accounted for, including some all-time great teams and, of course, the All-Madden team. A Create Player option lets



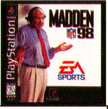
"Madden finds
position of





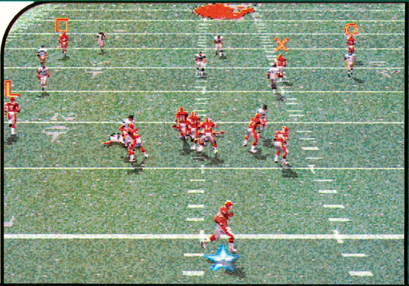


Stiff-arms are among the options your players have while running. Unfortunately, these can be as sluggish as the rest of the movements.



playSTATS

1~8 Players | Multi Tap Adaptable 1~8 Players | Memory Card 2~16 blocks | EA Sports



The increased graphic detail in this year's version includes such things as torn-up fields and particle weather effects.

MEASURING...
TOUCHDOWN! J. BLAKE PASSES TO C. PICKENS FOR A GAIN OF 62 YARDS.

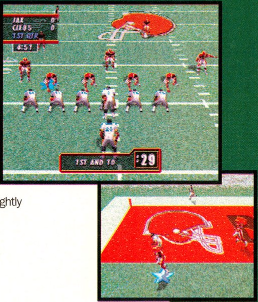
you put yourselves and your friends in the game, although the results might be surprising; I created a 4'9" 400-pound quarterback who looked just like every other player on the team (although his performance was considerably poorer). There are also some graphical improvements, like cumulative damage done to grass fields over the course of the game and a few fancy touchdown dances (which look so nice that I'm forced to wonder why the actual player movements could not have been that realistic). And the game's slower pace might just be perfect for those looking for more simulation than action.

The simulation side is the key to the success of this year's version, and it does indeed offer players the chance to take it slow and deliberate, focusing on strategy more than arcade-style action. Unfortunately, the still-mediocre artificial intelligence hurts its cause some.

The latest version of Madden is still a good game, just not a great one. If you don't mind the slightly dated feel, give it a try.

***–Joe Rybicki***

**himself in the unusual competing for second place."**



Official U.S. PlayStation Magazine

box score

**Pros**

- AI is improved
- Create Player option
- Loads of teams
- Emphasis on simulation

**Cons**

- AI is not improved enough
- Created players are unrealistic
- Extremely sluggish controls
- Seems like last year's version

Official Rating

● ● ● ● ○

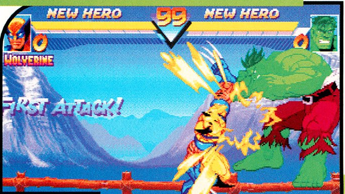
PlayStation
MARVEL
SUPER HEROES
CAPCOM

playSTATS

1 or 2 Players | Memory Card 1block | Capcom

# MARVEL SUPER HEROES

"Marvel Super Heroes was great back then..."



Well, it's about time. Released in the arcades almost two years ago, it has finally landed on the PlayStation. The translation of the game is very much like the original with minimal changes. You still have your favorite super heroes: Wolverine, Spider-Man, Psylocke and others intact. You have a total of 10 characters to choose from. The graphics are good and the animations are fast just like the arcade version.

The fighting perspective is comparable to the old-school Street Fighter Turbo series. Like SF, you fight on a 2-D environment moving left or right depending where your character is positioned. The player controls are similar as well with fireball motions and dragon punch moves. Comparing controls, I prefer playing on the PlayStation. Initiating the moves is more precise and responsive with the pad. I generally don't use a stick, but this is a preference I have.

Marvel Super Heroes was great back then, but the concept is getting tired. There are so many SF-type games that are the same. It's time to move to a 3-D-type fighting game. As a gamer I got sick of the redundant SF series: SF Turbo that, SSF this and SF Alpha that. It's the same old thing. Also, there's not much of a replay value on this game mainly because of the number of characters it offers.

NEW HERO
99
NEW HERO

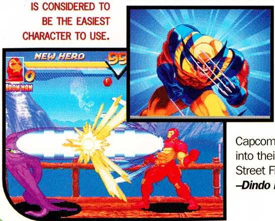
Another problem I have with this game is that it's just full of combinations that are initiated with one simple movement on the controller. Personally, I think of this game as an action game rather than a fighting game. You can have an eight-hit combo by one move. Where is the strategy? What's to learn when practically all of the characters have the same controls for their moves?

The graphics on this game are still good. You don't have to have true 3-D polygons to make a great game, but despite this game having fairly good graphics, I am still not satisfied.

If you're a devoted Capcom fighting fan, try looking into their next 3-D fighting game, Street Fighter EX plus Alpha.

***–Dindo Perez***

PICK FROM 10 COMIC CHARACTERS. ALL OF THE CHARACTERS HAVE AN ASSORTMENT OF SPECIAL ATTACKS AND COMBOS. WOLVERINE IS CONSIDERED TO BE THE EASIEST CHARACTER TO USE.



## Official U.S. PlayStation Magazine box score

### Pros

- **Good graphics**
- **Easy controls (fast moves and combos)**

### Cons

- **Lack number of playable characters**
- **Tiring concept**

### Official Rating

● ● ○ ○ ○

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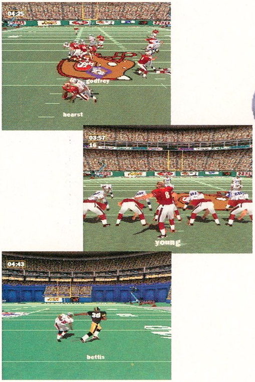

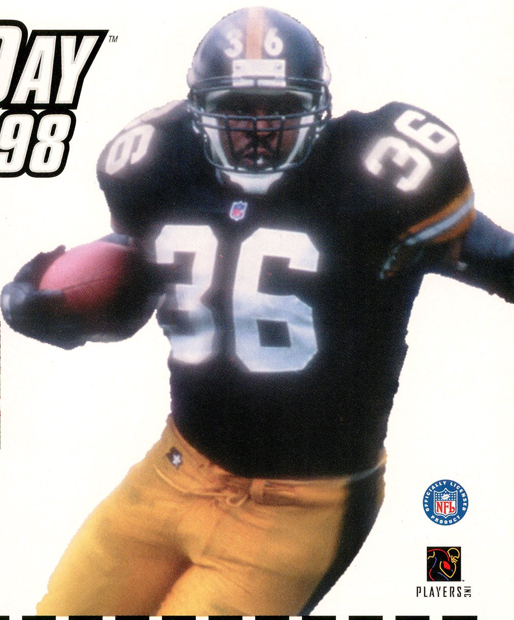

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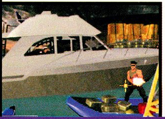
PlayStation
MIDWAY

playSTATS

1 Player | Memory Card 1block | Midway

# MAXIMUM FORCE

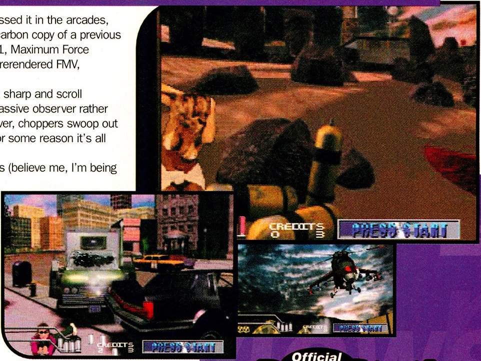


Think of it as Area 51 minus the cool aliens

For those of you who may have missed it in the arcades, Maximum Force essentially is a carbon copy of a previous Atari game, Area 51. Like Area 51, Maximum Force lays digitized 2-D characters over prerendered FMV, achieving the same mixed results.

While the prerendered backgrounds look sharp and scroll smoothly, you tend to feel like more of a passive observer rather than a participant in the action. Cars flip over, choppers swoop out of the sky, drug labs erupt in flames, yet for some reason it's all very yawn-inducing.

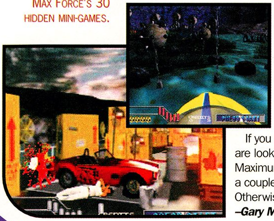
Also like Area 51, the flat, digitized actors (believe me, I'm being generous when I refer to them as "actors") don't inhabit their 3-D surroundings in a very believable fashion. Also, you occasionally see three versions of the same character on the screen at the same time. While the developers could get away with showing the same alien over and over again in Area 51, it's a little different when it's a human figure with recognizable clothes and facial features.



Maximum Force's biggest innovation is the ability to destroy virtually every on-screen object. By doing so, you can access 30 hidden bonus rounds, which allow you to shoot catapulted fried chickens, scurrying cockroaches and the like. Perhaps Maximum Force would have been better if the developers had infused the main game, which has you battling dismally cliché terrorists and drug lords, with the same humor and originality as these mini-games.

TRY SHOOTING ALL THE POTTED PLANTS ON THE BANK TELLER LINE OR ALL THE SCUBA TANKS ON THE BEACH TO ACCESS TWO OF MAX FORCE'S 30 HIDDEN MINI-GAMES.

Although Midway used Sony's latest gun libraries for the PlayStation version of Maximum Force, the game can't touch Namco's Time Crisis or Point Blank in terms of accuracy. Even more sad, Maximum Force's play mechanics are years behind, as well.



If you bought a light gun and are looking for a game to rent, Maximum Force might be worth a couple hours of your time. Otherwise, pass.

*–Gary Mollohan*

## Official U.S. PlayStation Magazine box score

**Pros**

- **Humorous mini-games**
- **Nicely rendered backgrounds**
- **Ability to shoot just about everything**
- **Bikini-clad civilians**

**Cons**

- **Trite play mechanics**
- **Equally trite plot**
- **Too short**

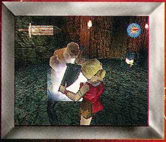
**Official Rating**

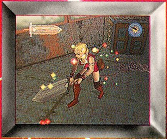
● ◐ ○ ○ ○

# The Future Is About To Become History

# EXCALIBUR

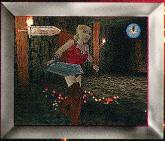
## 2555 AD

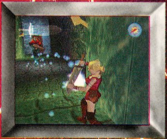




Journey to the far future to save the distant past. Battle hand-to-hand. Solve intriguing puzzles. Wield powerful magic. Explore a huge 3D world. Your mission: retrieve the legendary sword Excalibur.

Featuring over 200 locations, 60 different characters, full speech, and incredible realistic light-sourcing, Excalibur 2555 is an absolute epic.





> “...could well do for 3D action adventures what *Tomb Raider* did for 3D platformers”
> — *Edge*

> “Excalibur 2555 is one of the most unique 3D games ever... a really, really cool game”
> — *Diehard Gamefan*

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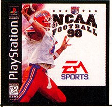


playSTATS

Multi Tap Adaptable 1~8 Players

1~8 Players

Memory Card 1~13 blocks

EA Sports

# NCAA FOOTBALL 98

> "...the players move like molasses."

EA, one of the best in the business of making sports games comes out with their next edition of collegiate football, NCAA Football 98.

This '98 edition comes with all 112 Division 1A teams and all 10 Division 1A Conferences. Bowls include the Nokia Sugar Bowl, FedEx Orange Bowl, Tostitos Fiesta Bowl and the famous Rose Bowl. You even have 122 authentic college stadiums.

Enough with the numbers—let's get down to gameplay. EA is known for their detail in gameplay on their sports games. In NCAA Football 98 it was a different case. Overall, the action is very dry. Tackling seemed weak and unrealistic. There weren't bone-crushin hits that would normally excite a football gamer like myself. In addition to tackles, there should be more tackling animations. It's lame seeing the same tackling over and over again.

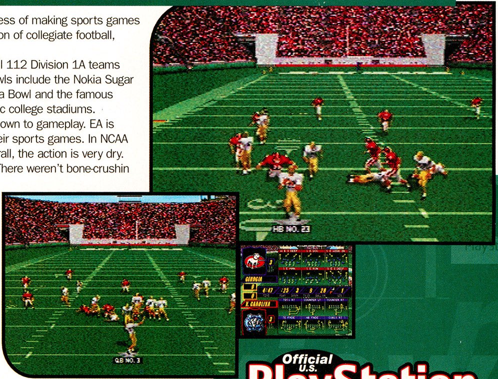
The running game is slow, the players move like molasses. You don't feel the excitement when running through a big gap in the middle and there's no explosion in the runner's step.

The passing game is another story. It's too easy to catch the ball even when the defender is in front of your face. Sometimes I amazed myself when catching the ball while being covered by three defenders in the area. And if you are defending, you wonder how the computer was able to catch the ball. It just doesn't seem real.

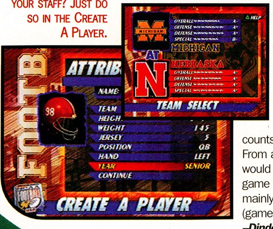
I've been playing all of the College Football series and I believe the graphics have improved slightly. I am disappointed with this. I expected better from this game. The players look too blocky and animations are not smooth. If better animations were implemented, I believe the action could've been better.

College Football 98 has all of the numbers, but a lack of what really counts, the action (gameplay). From all of the games out there I would rather play an NFL football game than a collegiate title mainly because of the action (gameplay). Better luck next year.

***–Dindo Perez***



98 Includes 112 Division 1A Teams and All 10 Division 1A Conferences. Want to Create More Players on Your Staff? Just Do So in the Create A Player.



**Official U.S. PlayStation Magazine box score**

**Pros**

- Real teams and stadiums
- Four Bowls
- Realistic ambiance

**Cons**

- Action is too slow
- Not so great graphics

**Official Rating**

● ● ○ ○ ○

NHL 98
PlayStation
EA SPORTS

playSTATS

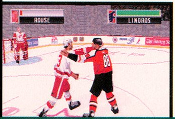
Multi Tap Adaptable 1~8 Players

1~8 Players

Memory Card 1block

EA Sports

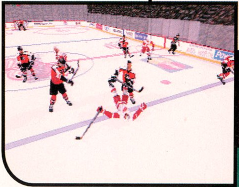
# NHL 98



"...in no way lacking in the action department"

The newest installment in EA's NHL hockey series is another advancement in a series that has steadily improved in the years since it began. NHL 98 features the solid gameplay of the previous versions, with a few adjustments implemented to make this one better than ever.

Like the newest installment in EA Sports' other legacy, Madden 98, NHL 98 has a strong emphasis on the simulation of the game, making it appear that EA Sports is making a conscious move away from the arcade action found in other titles of the genre. Unlike Madden, however, NHL 98 is in no way lacking in the action department, with the same frenetic gameplay found in the previous versions. Still, it's clear that the focus is on strategy, with team tactics adjustable on-the-fly, accessed simply by touching a shoulder button.



Arenas are accurate down to the pennants hanging from the rafters, and come complete with working scoreboard. A wide range of camera options (also adjustable on-the-fly) show off the arenas and players to the best advantage.

A believable commentator adds to the realism; and coupled with EA's top-notch presentation, this provides a realistic television-style appearance. A fighting engine rounds out the true hockey experience.

THE FAST GAMEPLAY IS COMPLEMENTED BY A TOP-NOTCH BROADCAST-QUALITY PRESENTATION, FROM INSTANT REPLAYS TO AN INCREDIBLY BELIEVABLE ARENA ANNOUNCER.

Now, while NHL 98 covers all its simulation issues, it does falter a bit as far as controls are concerned. Player control seems sort of hit-or-miss; characters seem to act of their own initiative sometimes, stopping or turning when no command was given. It's also strangely difficult to get a player moving at times; they seem to want to head off in other directions. Also, the aforementioned fighting engine is extremely poor. I'd rather have no fighting at all than to feel like I'm slugging through molasses.

PHI 4 1st
DET 1 4:32
10 JOHN LECLAIR
1st GOAL
ASSISTED BY RENBERG
0:19

Nevertheless, NHL 98 is one of the best hockey titles of this year. While it may not take the top spot, it is certainly in the top three (if not the top two) and is well deserving of a close look.

*–Joe Rybicki*

## Official U.S. PlayStation Magazine box score

**Pros**

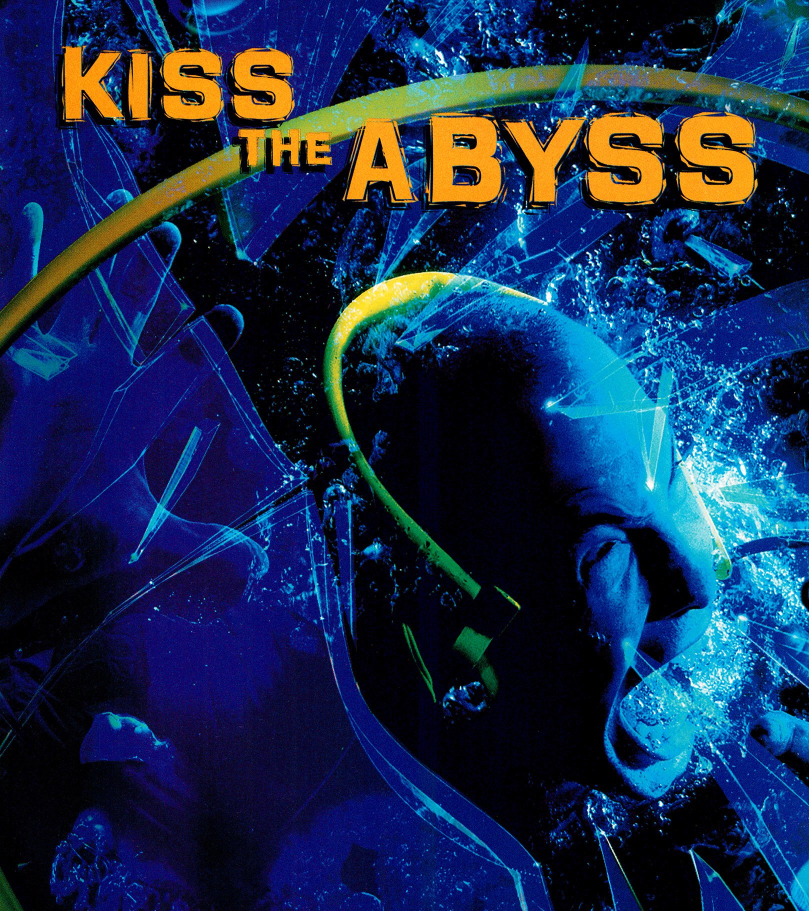
- Quick gameplay
- Team tactics adjustable on-the-fly
- Challenging AI
- Well-animated players

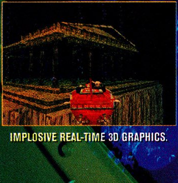
**Cons**

- Inaccurate controls
- Poor fighting engine

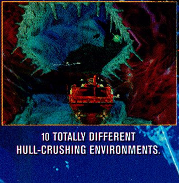
**Official Rating**

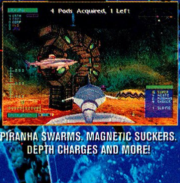
● ● ● ● ○

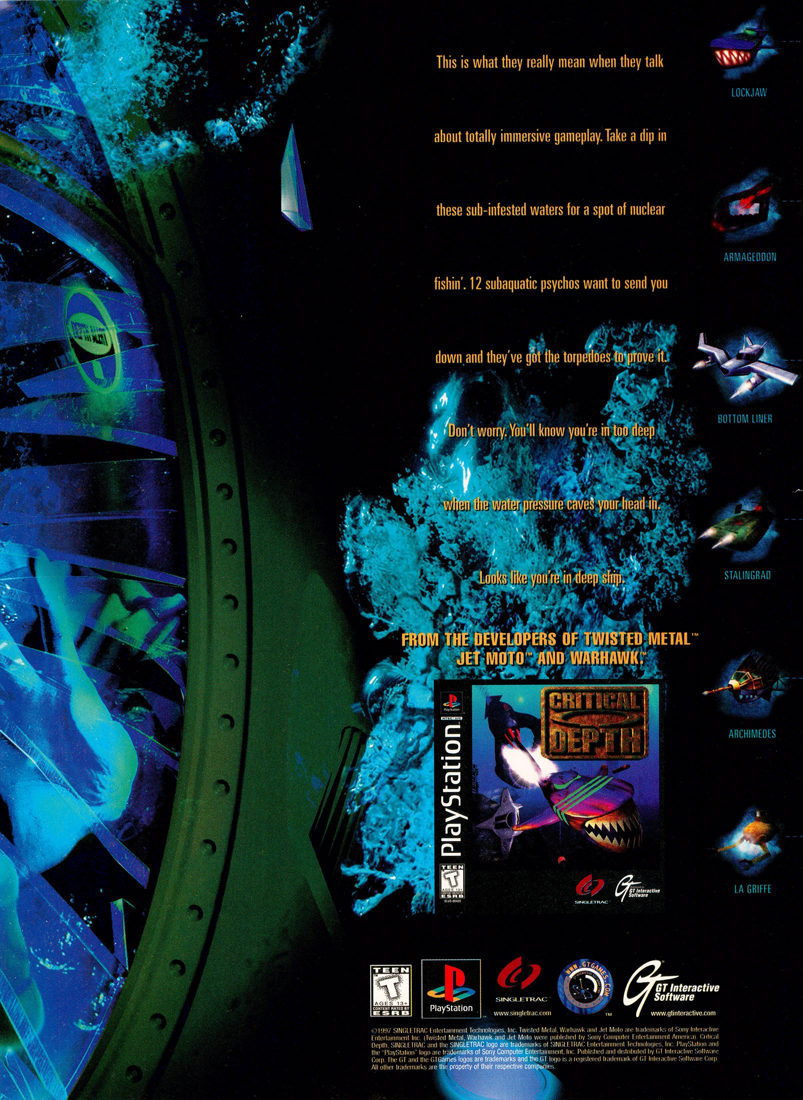

KISS
THE ABYSS


IMPLOSIVE REAL-TIME 3D GRAPHICS.

1 Pod Acquired, 4 Left
DEEP SEA MULTI-PLAYER
GAME MODES.


10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.


4 Pods Acquired, 1 Left
PIRANHA SWARMS, MAGNETIC SUCKERS,
DEPTH CHARGES AND MORE!


LOCKJAW
ARMAGEDDON
BOTTOM LINER
STALINGRAD
ARCHIMEDES
LA GRIFFE
CRITICAL DEPTH
PlayStation
SINGLETRAC
GT Interactive Software

This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it.

Don't worry. You'll know you're in too deep when the water pressure caves your head in.

Looks like you're in deep ship.

**FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.™**

www.singletrac.com

www.gtinteractive.com

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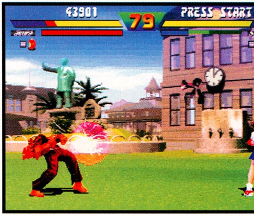


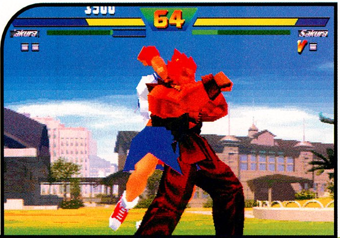
# STREET FIGHTER EX PLUS ALPHA

### So much more than a sequel

Knowing how derivative the Street Fighter series has become, with each installment offering few major improvements over its predecessors, I did not have high hopes for Street Fighter EX. What I expected was a cheap rehash of the SF formula; pick any game in the series, I thought, add a Z-axis, and *voila!* Street Fighter EX.

What I did not expect is that such a venture could be so wildly successful. EX plus Alpha (so dubbed because of changes made in the transition from arcade to console) is a more than satisfactory update to the Street Fighter legacy, and a welcome change from the stable of 2-D fighters.

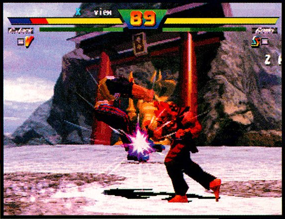
Now, the game must still be considered pretty derivative; it includes many characters from past SF titles, most with an arsenal of perfectly translated moves. This means that those of you who are familiar with previous SF games will already be proficient in a large portion of the EX's attacks. A number of new moves have also been included, however, which manage to keep the action relatively fresh. Furthermore, the addition of several new characters opens up a whole new selection of moves. (The game features 19 selectable characters to start.)



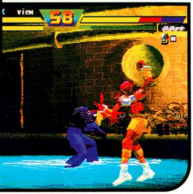
The fundamental gameplay is standard SF: three punches and three kicks of varying strength, with other attacks available through a combination of directional motions (most in trademark Street Fighter circular "fireball" style) and button presses. One of the most rewarding things about the basic engine is that you can do well without knowing all the special moves—though you can still do better once getting them down—a trait that many fighters lack. This basic element of the SF series emphasizes strategy over memorization while offering something for both types of player.

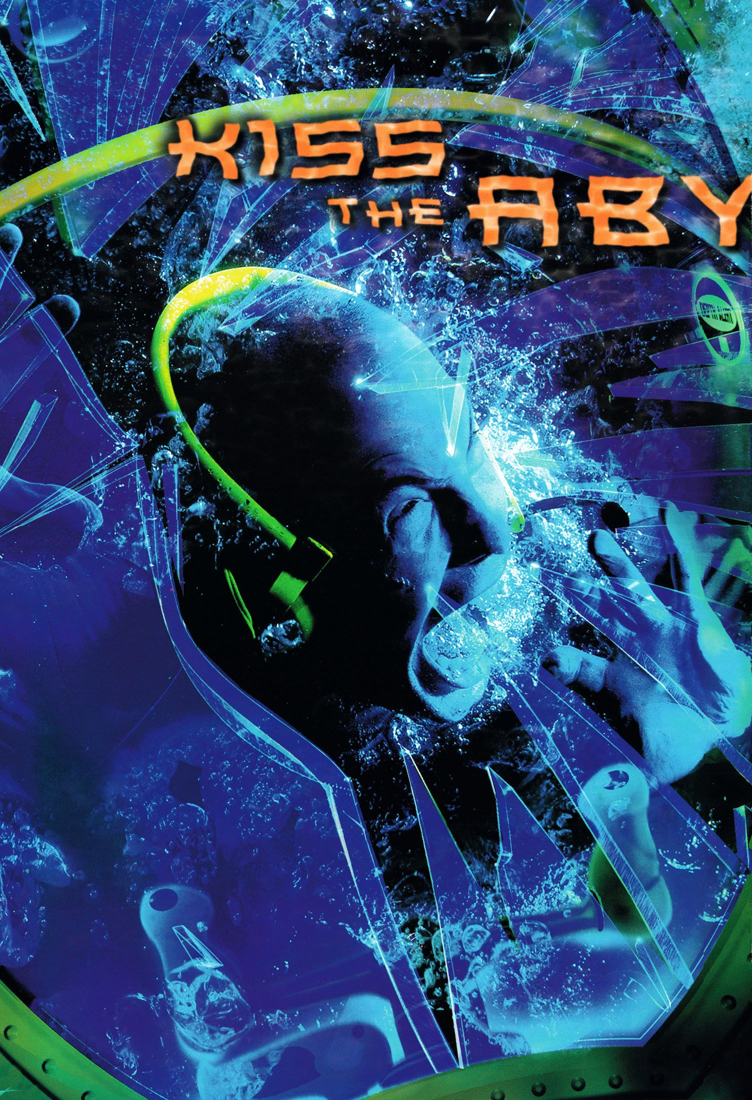
So as not to stray too far from the fundamental SF gameplay, the developers didn't get crazy with the 3-D. Those wishing for a very different game from EX's 2-D predecessors might be disappointed by this fact, but I consider it a blessing. The characters, although presented as polygons, remain exclusively aligned along a plane; there is no 3-D roaming as found in Tobal, nor are there frequent adjustments in camera

"A more than
to the Street



BEAUTIFUL, VARIED ENVIRONMENTS PROVIDE THE PERFECT SETTING FOR THE NICELY ANIMATED CHARACTERS.




KISS
THE ABY

SS
LOCK JAW
THE ARMAGEDDON
BOTTOM LINER
THE STALINGRAD
THE ARCHIMEDES
LA GRIFFE
WWW.GTGAMES.COM
WEB SITE
PlayStation
NTSC U/C
FROM THE DEVELOPERS OF THE MONSTER HIT TITLES: Twisted Metal™ Twisted Metal 2™ WarHawk™ Jet Moto™ & Jet Moto 2™
CRITICAL DEPTH™
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SLUS-00428
SINGLETRAC
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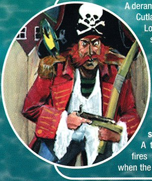
Distributed by GT Interactive Software

# THE COM

## CAPTAIN CUTLASS



A deranged Glen Blanston, formerly the popular Captain Cutlass on the hit television show Davey Jones' Locker, took his insanity below sea-level after the show was canceled and now scours the seas searching for revenge. He is drawn to the Thresholds by the presence of other submarines and the possibility of fresh blood.

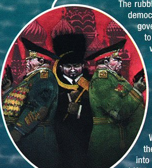
### DRIVING THE SEA DOG

Swab the deck with the blood of your rivals when you join the crew of The Sea Dog. What you lack in speed you make up for in armor.

**special weapon: cannon balls**
A true pirate's vessel, this ship fires two lethal cannon balls when the enemy is in sight.

THE SEA DOG

## SOVIET DIE-HARDS



The rubble of the Soviet Union breakup and the rise of democracy have left a few former soviet military and government leaders on a warpath. The soviets plan to use the pods to assist the resurrection of a world dominating Soviet Union.

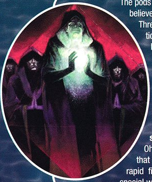
### DRIVING THE STALINGRAD

The Stalingrad is the ultimate war machine. This sub is slow, strong and looking for a fight. Small subs cower in the shadows of this hulking mass.

**special weapon: the rammer**
When the special weapon locks onto the location of a sub the Rammer flies into action, leaving the enemy to drift to their death in a twisted mass of metal.

THE STALINGRAD

## ORDER OF NISHROCH



The pods are the first sign of the apocalypse for the true believers of the word of Nishroch. The mysterious Thresholds bear a striking resemblance to the mystical symbol for which the Order of Nishroch has been waiting. They believe that when they gather the pods and activate all the Thresholds their age-old destiny will be fulfilled.

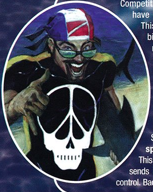
### DRIVING OHM

Supreme knowledge has guided the order to create this dark force. It's spinning motion keeps the enemy guessing and lets you make tight, fast turns.

**special weapon: mystical arc**
Ohm emits a mystical arc of power that fires wild electrical rays. The rapid fire lasts as long as the special weapon button is held.

OHM

## JOE SKULLION

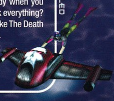


Competition and the search for ultimate peace have brought Joe Skullion to Critical Depth. Thispart-time professional surfer/mountain biker/snowboarder and full-time student of natural healing and spiritual peace hopes to use the pods to unlock a door to an astral plane never experienced before.

### DRIVING THE DEATH SLED

Weapons skim past your body when you drive The Death Sled. Why risk everything? Performance and handling make The Death Sled the wildest sub in the sea.

**special weapon: psycho disc**
This wildly gyrating, luminous disc sends the enemy spinning out of control. Bad trip, dude!



THE DEATH SLED

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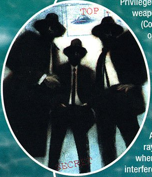
## C.I.A.



Privileged information and advanced military weapons are the advantages of the C.I.A. (Controlled Information Agency). Take the oath, join the crew, and maybe even lose your life to find out the real secrets of the Thresholds.

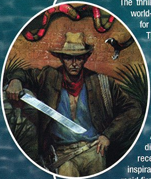
### DRIVING THE MANTA

This sleek, high-tech ship is fast. Highly advanced military weapons leave the enemy a quivering shell.

**special weapon: plasma disrupter**
A ball of deadly electromagnetic rays shoot from The Manta when enemies threaten to interfere with this highly covert operation.

THE MANTA

## PROFESSOR ARMSTRONG



The thrill of the hunt drives Harry Armstrong, the world-renowned free-lance archeologist, to race for the energy pods. Armstrong believes the Thresholds are from an ancient race that predates modern humans and he's not about to relinquish this prestigious find to anyone.

### DRIVING THE ARCHIMEDES

You don't get to be the best without a fight. Skillful shooting and quick dives help Armstrong lead this hunt.

**special weapon: flame shooter**
Ancient warrior fighting tools discovered by Armstrong on a recent excavation were the inspiration for this deadly rapid fire weapon.

THE ARCHIMEDES

# WE

### SLOW POKE

A strong homing device makes this weapon good for close combat.

### REMOTE PILOT TORPE

Leave your sub behind as you guide this torpedo to your target.

### REMOTE CHARGE

Good for ambushes, plant this weapon and then press the fire button to detonate.

### MAGNETIC SUCK

The magnetic field pulls the enemy the bomb, detonating on cont

### PIRANHA SWARM

Several deadly mechanical piranhas swarm the target ripping the enemy apart on contact.

### MINE FIELD

Key Combo: Hold R2 and press Right, Down. The enemy can't avoid this spiky

### DEPTH CHARGE

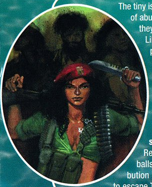
Key Combo: Hold, R2 and press Left, Right, Up. Drop this heavy charge on enemies below you.

### NEATO TORPEDO

Homing qualities make this a deadlier version of the line of sight torpedo.

# PETITION

## V.L.O



The tiny island nation of Venganza has suffered centuries of abuse from oppressive bullying countries and now they are out for revenge. The V.L.O. (Venganzan Liberation Organization) wants to control the power of the pods and Thresholds to force the industrial nations of the world to pay restitution for years of painful Venganzan exploitation.

### DRIVING THE ANARCHY

Created from remnants of the industrial waste that destroyed their homeland, The Anarchy is heavily armored to protect you from adversaries–at least for a little while.

**special weapon: fragmentor**

Release these three spiky metal balls to feel the power of retribution as enemies scramble to escape The Anarchy.

THE ANARCHY

## DR. A. POCALYPSE

After repeated attacks on his theories concerning the origin of human species, a bitter Dr. Adam Pocalypse vanished into a private arctic world where he has plotted his revenge. He has designed a terrifying device capable of drowning the entire planet in a gargantuan tidal wave, sweeping it clean of its teaming human filth. The pods may provide the power source to drive this deadly invention.

### DRIVING THE ARMAGEDDON

Dark metal and quick moves make The Armageddon an exceptional stealth fighter, great for sneak attacks.

**special weapon: harpoon grapple**

After the enemy sub has been harpooned, The Armageddon moves in for the kill with these deadly biting claws.

THE ARMAGEDDON

## EARTH HOPE

Earth Hope thinks the pods are natural wonders and they plan to ensure that these mysterious treasures remain in nature. Fearing that the other subs seek to destroy the pods, team Earth Hope is waging war against them.

### DRIVING SIREN'S SONG

This sub is a natural in these waters. Siren's Song rips through the water with speed and grace, grabbing the pods and saving the earth from corporate slime.

**special weapon: d.o.l.p.h.i.n.**

This dolphin shaped torpedo seeks out the nearest enemy, causing significant damage upon impact.

SIREN'S SONG

## MORDRID CORPRATION

Dana Nadel is a self-made success in the business world, the kind who claws their way to the top by preying on the weakness of others. Dana and her two top yes-men, Norman Lemp and Virgil Windley have set their sights on gaining possession of the pods. If the pods prove to be a viable energy source, they will hold them until all natural energy supplies are exhausted and then exploit the pods.

### DRIVING THE BOTTOM LINER

This ruthless enforcer can turn and attack in an instant. The enemy won't know what hit them.

**special weapon: c.a.s.h.**

The Capital Accumulating Super Hydrobeam (C.A.S.H.) holds the enemy in it's hydrobeam while it steals weapons.

THE BOTTOM LINER

# APONS

DO

ER

y towards

act.

Left,

y mine.

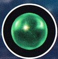
e

### STUN CHARGE

Key Combo: Hold R2 and press Right, Left, Up. Stun the enemy and watch them drift towards Critical Depth.

### SURFACE MINE

Key Combo: Hold R2 and press Left, Right, Down. Fire this weapon to hit enemies above your sub.



### SHIELD

This force field protects you from damage for a brief amount of time.

### LINE OF SIGHT TORPEDO

(DEFAULT)

Get your enemy in your target points and fire away.

### HEALTH

After a good fight its time to replenish your health with a floating health bubble.

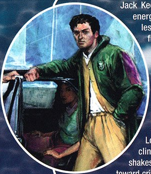
### SHAKER WEAPON

Check the enemy list to see who has the most pods, then attack with the shaker to steal their loot.

### THE PODS

Grab all five energy pods to activate the Thresholds and master Critical Depth. Use Shaker weapons or ram enemy subs to steal pods.

## JACK "LOCK JAW" KEON



Jack Keon, the treasure hunter, believes the energy pods to be the holy grail of priceless treasures. Keon plans on adding his finds to his own private collection, that is until the right bidder comes along.

### DRIVING LOCK JAW

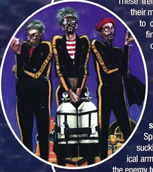
Gutsy drivers out for blood will like Lock Jaw's quick acceleration and speed. Lock Jaw catches the enemy by surprise, snags their pods and throws the adversary to their death.

**special weapon: jaws of death**

Lock Jaw's special weapon clinches an opponent, shakes them, and hurls them toward critical depth.

LOCK JAW

## THE FRENCH OCEANOGRAPHERS



These french scientists have lived in the shadow of their more prestigious peers for too long. They hope to claim the discovery of the Thresholds and finally win the respect of the global scientific community.

### DRIVING LA GRIFFE

The energy vortex of La Griffe brings fear to the hearts of every fighter at Critical Depth. There's no escape when La Griffe decides to demolish an enemy with it's lethal power.

**special weapon: death grip**

Spinning claws create an energy vortex, sucking the nearest enemy into the mechanical arms which crush the sub and throw the enemy to their death.

LA GRIFFE

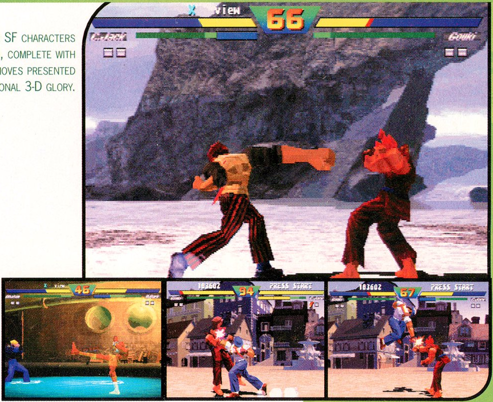
PlayStation
Street Fighter EX plus α
CAPCOM

1 or 2 Players

Memory Card 1 block

Capcom

FAMILIAR SF CHARACTERS RETURN, COMPLETE WITH OLD-SCHOOL MOVES PRESENTED IN POLYGONAL 3-D GLORY.

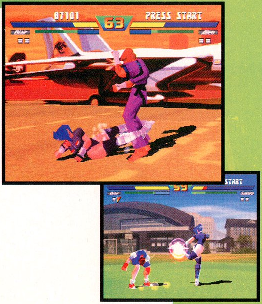


position which cost Tekken the occasional confusing moment. When the player is not in control of the character—while performing a long and complex special attack, for example—and during replays of the battle's final moments, the camera shifts and pans around the fighters, giving a satisfying cinematic view of the action. This keeps the 3-D presentation subtle and tasteful while remaining true to the game's roots.

Street Fighter EX plus Alpha is Street Fighter in Tekken-style 3-D; no more, no less. It is, at its heart, simply another sequel to a successful series. As such, those looking for a significant departure from the series' formula would be advised to look elsewhere. (Capcom knows when they have a good thing going; don't expect them to get too extreme.) If you're morally opposed to companies revisiting (and re-revisiting) well-worn formulas, be warned that SFEX is just such a case. But don't let your predispositions prevent you from at least trying out this fine title.

*–Joe Rybicki*

**satisfactory update**
**Fighter legacy..."**



## Official U.S. PlayStation Magazine box score

### Pros

- Extremely fast gameplay
- Great graphics
- Nice new moves
- Gameplay is basically unchanged

### Cons

- Familiar characters look blocky in 3-D
- Characters are unbalanced
- Gameplay is basically unchanged

### Official Rating

●●●●○

playSTATS

1 or 2 Players

Analog Controller Compatible

Memory Card 1block

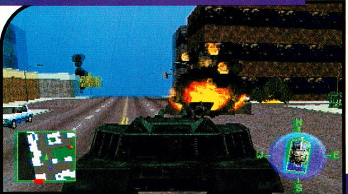
Sony

PlayStation
STEEL REIGN

# STEEL REIGN

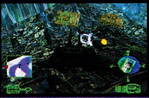
"Sealed in the belly of a steel beast..."

The world has slipped into a state of widespread depression and military uprisings. General Storm threatens to initiate marshal law, hoping to bring the planet to its knees. The success of his overthrow hinges upon recovering the plans of several armored assault vehicles. This information will not come easy, though. Sealed in the belly of a steel beast, General Reign protects these plans from the evil tyrant, only to give them up upon his death. Thus, begins the reign of steel.



Testing your skills at the art of tank warfare, Steel Reign emerges as one of the first non-sports titles developed by the crew at Sony. Navigate your way through the war-ravaged landscape, including canyons, airbases and enemy-occupied cities. Your survival is contingent upon successfully retrieving power-ups and completing mission objectives. There are three initial tanks to choose from, with an additional nine vehicles to be found hidden throughout the game.

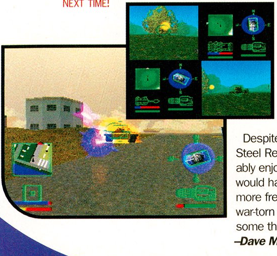
OBJECTIVE TARGETED



There was minimal difficulty in grasping the controls, with using the turret as you drive the only aspect that needed getting used to. Dual-analog support adds some realism to the game, even though it is essentially more of an arcade game than a simulation. Head-to-head competition is always a crowd pleaser and Steel Reign gives you the chance to do battle over eight different types of terrain.

TWO-PLAYER BATTLE MODE ALLOWS YOU TO LOCK HORNS WITH A BUDDY. OH YEAH, WELL YOU'RE SHRAPNEL NEXT TIME!

The real disappointment lies in the shoddy presentation of the game. Chunky polygonal graphics, both in the backgrounds and the vehicles, leave me unimpressed. Environment interaction could have been improved greatly and would have raised my opinion of the game. Since when can a tank crush cars, but be stopped cold by a three-foot wall? Maybe I'm being too critical, but my impression of driving a tank through a downtown area is complete and utter annihilation.



Despite the mediocre graphics of Steel Reign, I still found it reasonably enjoyable to play. The game would have really benefited from more freedom to explore the war-torn countryside. Give this one some thought before you commit.

*–Dave Malec*

## Official U.S. PlayStation Magazine box score

**Pros**

- Two-player Head-to-head Mode
- Dual-analog compatible

**Cons**

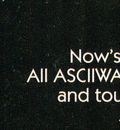
- Lackluster graphics
- Minimal environment interaction

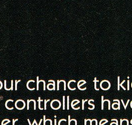
**Official Rating**

● ● ● ○ ○

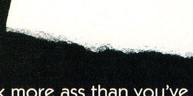
Now's your chance to kick more ass than you've ever imagined possible. All ASCIIWARE® controllers have features that enhance your gameplay. They're faster and tougher, which means you will be too. So if your controller doesn't say ASCIIWARE on it, then maybe you should be kicking yourself.

ASCII PAD

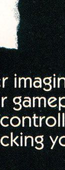




ASCII CARRYBAG

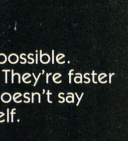


MACH 1



ASCII GRIP
ONE HANDED CONTROLLER

ENHANCED ASCII PAD



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PaRappa The Rapper
PlayStation

playSTATS

1 Player | Memory Card 1block | Sony

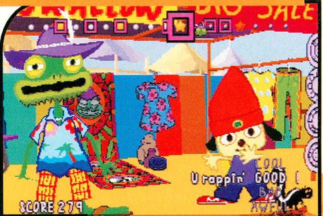
# PARAPPA THE RAPPER

U rappin' GOOD
BAD
AWFUL
SCORE 0

"You can't help but love it."

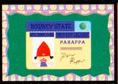
Lately, I've been checking into the PlayStation Internet newsgroups and IRC channels, and have noticed a few people dissing PaRappa. They say the game is cartoony and childish. They say they don't like rap. I say they just don't understand. And you know, for all their Mortal Kombat-induced bloodfests and Doom-inspired deathmatches, I bet when no one's listening they bust into a verse of "Money money money is all you need." It's simply unavoidable.

PaRappa the Rapper, in case you haven't met him, is a rapping canine on a mission to become a hip-hop hero. With a number of ditties which define the word "infectious," PaRappa works his way through five rapping challenges to earn a chance to become a bona-fide performing rap star—his final, and most difficult, challenge. Along the way he takes tutelage from such colorful characters as Chop Chop Master Onion, Instructor Mooselini and the eminently laid-back Master Prince Fleaswallow.



Money money money
is all you need

My dad's gonna bite me!!



I will freely admit that the basis of this game seems just plain silly. Punching buttons in time to a preset rap rhythm does not sound like the stuff of which great games are made. But there is a quality to certain works of pop art which transcends greatness. It's the kind of thing that brings thousands of people to movie theaters at midnight again and again to watch *The Rocky Horror Picture Show*—while Kenneth Branaugh's *Hamlet* sputters for a few weeks and quietly moves to video. It's called pure enjoyment, and PaRappa is its new mascot.

KICKIN' RAP SEGMENTS ARE INTERSPERSED WITH SEGMENTS WHICH ADVANCE THE GAME'S EPIC STORY. (OK, MAYBE "EPIC" IS TOO STRONG A WORD...)

This game is just so completely unique, and its concept so patently ridiculous, that you can't help but love it. The most interesting thing is that, although PaRappa appears to be aimed at younger players, it's really open-minded adults who will get the most from this game. Provided you can get past any prejudice against "cartoony" or "childish" games, you too will soon find yourself bobbing and bouncing and singing along, showing it to all your friends and laughing helplessly at the silliness of it all. But you probably shouldn't bother showing it to your younger siblings. They just won't understand.

*–Joe Rybicki*

CHOP CHOP
COOL
U rappin' GOOD
BAD
AWFUL
SCORE 146
Chop Kick Block

Official U.S. PlayStation Magazine

box score

## Pros

- Incredibly infectious music
- Loveable characters
- This game defines uniqueness

## Cons

- Sure, it's short
- Pretty easy, too
- Tunes are too catchy!

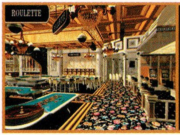
## Official Rating

●●●●●

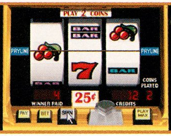
Virgin
INTERactive

# Everything Vegas. In a box.

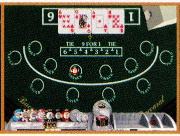
PlayStation
GOLDEN NUGGET
LAS VEGAS-STYLE CASINO GAMING
featuring 16 Games of Chance



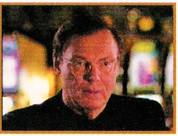
All the grandeur of the Golden Nugget casino.



Try your luck at Double Diamond slots.



Experience the thrill of Baccarat.



Solve a mystery starring Adam West.

It seems elegance, excitement, and 16 games of chance can actually fit inside one video game. That's right, finally a casino game has been created for the Sony PlayStation game console. Luckily that game is the Golden Nugget, featured in its opulent brass and marble environment. Saunter into this virtual Las Vegas casino, and play BlackJack, Craps, 7 Card Stud and more. And play them all with the odds and payoffs you'd really have in Vegas. You'll also get to solve a mystery with Adam West. From your living room, no less. It's just part of the privilege of owning Vegas, the one in the convenient take-home size.

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PlayStation ™

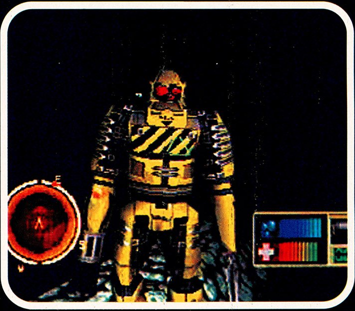
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

BESIDES DANGER
AND INTRIGUE,

# TREASURES OF THE DEEP

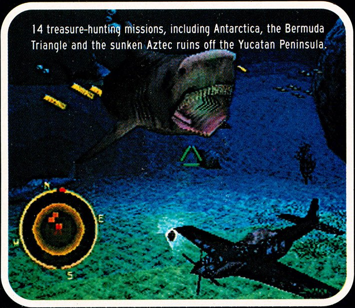
OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.

What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep*™ places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.

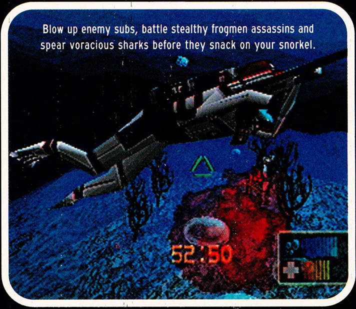


Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

# ACTION AND



14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.



Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.

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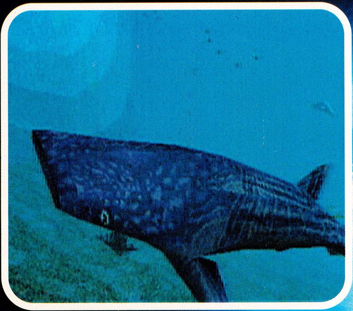
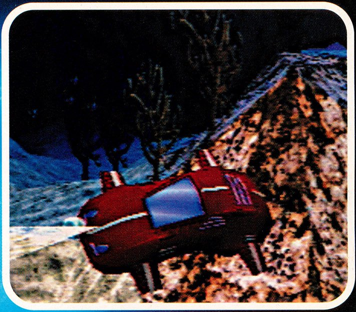


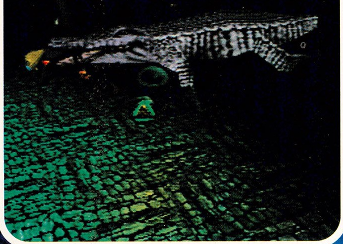
The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submersibles. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

# ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



## TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.

TEEN
AGES 13+
CONTENT RATED BY ESRB

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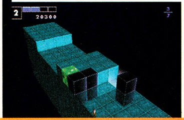
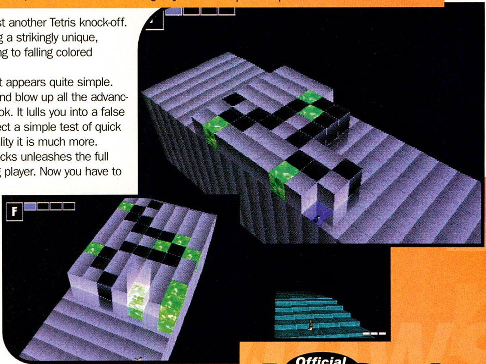
playSTATS

1 or 2 Players | Memory Card 1 block | Sony

# INTELLIGENT QUBE



"A solid, refreshingly unique puzzle title"



Finally! A puzzle game that isn't just another Tetris knock-off. Sony has succeeded in producing a strikingly unique, challenging game without resorting to falling colored blocks and cutesy characters.

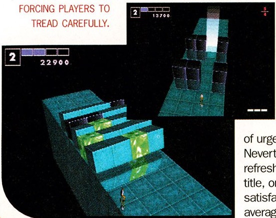
When you first pick up Intelligent Qube, it appears quite simple. You just have to run around the platform and blow up all the advancing blocks. Consider this first stage the hook. It lulls you into a false sense of complacency, leading you to expect a simple test of quick reflexes, dexterity and timing—when in reality it is much more.

The addition of the "forbidden" black blocks unleashes the full complexity of this title on the unsuspecting player. Now you have to maneuver through a sort of minefield, taking great care with the placement of each explosive square. You see, exploding a single black block removes an entire row of blocks from the platform on which your hapless character stands. Trapped between the lethal precipice and the ever-advancing wall of blocks, the character requires plenty of space in which to place the blocks. Lose too many rows and soon you'll lose the one on which the character stands.

The green blocks make this task even more difficult; exploding a radius of nine blocks, they are far more likely to take a black one with them, sending your character one step closer to the edge.

WITH THE SEEMINGLY RANDOM SCATTERING OF WHITE, BLACK AND GREEN BLOCKS, IQ IS A VIRTUAL MINEFIELD, FORCING PLAYERS TO TREAD CAREFULLY.

What bothers me about this game is that it is relatively short. With the help of a couple continues I was able to complete the game in under an hour; I was not, however, trying for a high score. The addition of an extremely brutal "par" makes the game much more challenging, but meeting the par isn't required to complete the game, only to score well.



A Two-player Mode adds a competitive factor, but it is turn-based; I would have much rather seen some sort of split screen, adding a bit of urgency to the action. Nevertheless, IQ is a solid, refreshingly unique puzzle title, one that may pose a satisfactory challenge for the average gamer. It's certainly worth a look.

***–Joe Rybicki***

## Official U.S. PlayStation Magazine box score

**Pros**

- **It's unlike other puzzle games**
- **Challenging "par" system**
- **Moderate challenge otherwise**
- **Great musical score**

**Cons**

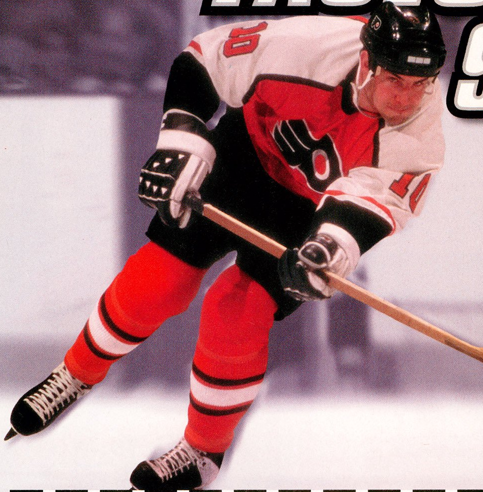
- **Too short**
- **No split-screen play**
- **Levels look somewhat monotonous**

## Official Rating

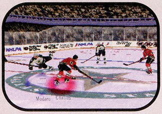
● ● ● ○ ○

# "NET $10.00 OFF"

# NHL FACEOFF™ 98



Gilmour
Fedorov



Leetch
LeClair

PLAYSTATION
✕△○□
ATHLETIC DEPT.

NHLPA

**$10 OFF** NHL FACEOFF™ 98 **$10 OFF**

SEARS

FUNTRONICS

PlayStation™

R577 0131$1000

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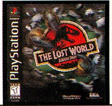
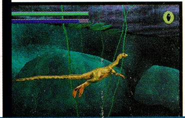


playSTATS

1 Player | Memory Card 1block | Elec. Arts

# THE LOST WORLD



"Style takes precedence over substance."

Sometimes watching a game develop is a painful process. There are some titles which seem so exquisitely bad from the get-go that we can hardly believe that the company is sinking money into what must surely become a losing venture. But sometimes the games shape up, giving us a chance to see how hard work and long hours can transform a weak-looking idea into a well-polished and enjoyable game.

And then there are the games which look spectacular from the start, games we're sure are going to revolutionize the industry. We see the potential beneath the rough edges of their early stages, and wait to see it brought to the surface. And wait. And wait...

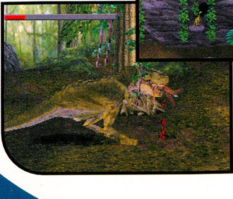
The Lost World drew a lot of skepticism when it became clear that the designers were concentrating so heavily on the creature models and animations—at the cost, many said, of the gameplay itself. I was one of those who said "Wait and see," hoping that DreamWorks would put as much effort into the gameplay as they did into the graphics. And now with the finished product in my hands I must say that I am not simply disappointed. I am appalled.

What has been released to the public is a game loaded with *severe* collision and clipping problems (the kind that seriously affect the player's performance); monotonous, poorly conceptualized levels; mindless, unbalanced gameplay; and beautiful, beautiful graphics.

That's right, the dinosaur models are absolutely amazing. The animations (especially those performed when the character is just standing there) are unbelievably realistic, with each dino animated with exactly the right personality, from the hyper little compy to the lumbering T. Rex. But solid gameplay elements are scarce: The ability to eat the bodies of your enemies to replenish health seemed rather new, as did the many branches in the game's largely 2-D "rail."

At its heart, however, The Lost World is an extreme example of what happens when style takes precedence over substance. What a disappointment.

***-Joe Rybicki***



ONE OF THE FEW INTERESTING LEVELS IN THE GAME, THIS T. REX LEVEL ALLOWS PLAYERS TO SNAP UP ENEMIES IN THEIR JAWS AND DEVOUR THEM FOR A SMALL HEALTH BOOST.

**Official U.S. PlayStation Magazine** box score

**Pros**

- **Beautiful graphics and animation**
- **Branching 2-D path**
- **You can eat your enemies!**

**Cons**

- **Breaks every rule of platform gaming**
- **Horrible, imprecise controls**
- **Severe collision and clipping problems**
- **Boring, mindless levels increase difficulty**

Official Rating

● ○ ○ ○ ○

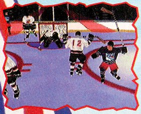
# NOW, WAYNE GRETZKY CAN FACE WHAT OVER 600 NHL® PLAYERS FEAR MOST.

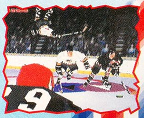
HIMSELF.

The NHL® & NHLPA™ Present
WAYNE GRETZKY'S '98
3D HOCKEY

*AS REAL AS IT GETS WITHOUT LACING UP.*

He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's '98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. Wanna piece of it? Get in line. It's hittin' the ice in November.





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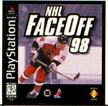


playSTATS

Multi Tap Adaptable 1~8 Players

Analog Controller Compatible

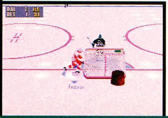
1~8 Players

Memory Card 6~12 blocks

Sony

# NHL FACEOFF 98

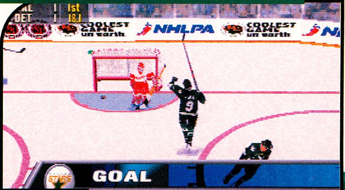
"Too beautiful a game to pass up"

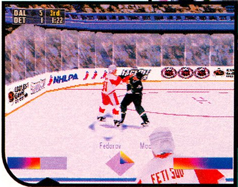


I know what you're thinking. You looked at the rating below before you even began to read this, and now that you've seen the score you're preparing to ignore what is said herein. "It's a Sony game," you're saying to yourself, "and it's the official magazine. This guy has an agenda."

Don't be ashamed; I understand. In fact, I'd probably feel the same way if I were in your position. To be honest, I have to admit that for a moment I considered toning down my enthusiasm, as a way of underscoring our magazine's editorial independence. But I just couldn't do it. NHL FaceOff 98 is too beautiful a game to pass up, and it just wouldn't be right.

I saw this game for the first time at this year's E$^3$, and I was instantly amazed at the realism of the polygonal players. I have never seen a sports game so accurately reproduce human movement. A number of different animations offer realistic variety in player movement, from coasting down the ice to digging in to capitalize on a breakaway. Lovely touches, like the shivering of the glass when a player smashes into it, enhance the realism.



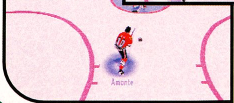


Of course, this is all eye candy; happily, FaceOff 98 also excels in the gameplay department. First off, this game is *fast*—as fast, in fact, as you want it to be. Game speed can be adjusted from zero (slow motion) to 100 (ludicrous speed). The Icon Passing pioneered in the previous FaceOff offers unmatched precision, and the controls are absolutely perfect, especially with the analog pad, which makes the process of maneuvering your players incredibly intuitive. (If you like hockey, it's worth buying the pad just for this game.) And the computer AI is *fierce*, even on Rookie setting.

Am I gushing? Well, let me point out that the fierce AI might be too difficult for some—but any other flaws are extremely minor. No, it's not a perfect game, but thankfully a game doesn't have to be perfect to earn a five out of five. I just want to know how they'll top it next year.

**–Joe Rybicki**

ARENAS AND PLAYERS ARE NICELY DETAILED, OFFERING UNMATCHED REALISM. IT'S TOO BAD THEY DIDN'T INCLUDE A SUPER-ZOOM FUNCTION FOR THE INSTANT REPLAYS.



## Official U.S. PlayStation Magazine box score

**Pros**

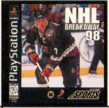
- Unbelievable graphics
- Excellent controls
- Top-notch AI
- Really fast gameplay

**Cons**

- AI may be too difficult for some
- Arena details are not quite perfect

**Official Rating**

● ● ● ● ●



playSTATS

1~8 Players

Memory Card 2 blocks

Multi Tap Adaptable 1~8 Players

Acclaim

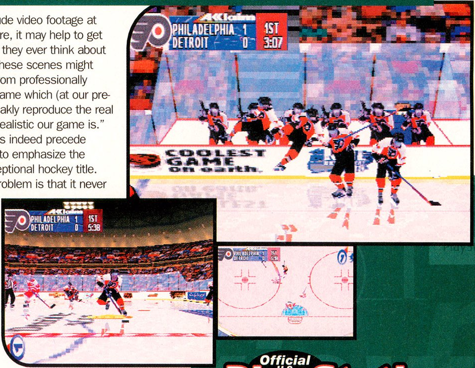
# NHL BREAKAWAY 98

Acclaim
PHILADELPHIA 1 1ST
DETROIT 0 3:14
Fedorov

"Big on action and small on realism"

Why do game companies always include video footage at the beginning of sports games? Sure, it may help to get players in the mood, but I wonder if they ever think about what kind of subconscious reaction these scenes might provoke. Consider: You have footage taken from professionally filmed, live-action games preceding a video game which (at our present level of technology, anyway) can only weakly reproduce the real thing. It's like saying, "Please notice how unrealistic our game is."

As you may have guessed, such video does indeed precede Acclaim's NHL Breakaway 98, and it seems to emphasize the deficiencies in what could have been an exceptional hockey title.



Breakaway is a good game, but its main problem is that it never lets you forget that it is, in fact, only a game. Of the three hockey games reviewed this month, this is by far the most arcade-like, offering plenty for those who like their sports games big on action and small on realism. It's quite fast, especially in the frequent and swift changes of possession, and the AI is of only moderate difficulty, giving the player many opportunities to score.

There are some elements of realism, but these are largely superficial, like an increased range of animations, from backward skating to knee sliding, and so on. Injuries are included, and occur frequently, contributing to the action-movie pace of the game. And there are strategic elements, as well: Team tactics can be selected from the Pause Menu, offering at least some tactical choices.

PLAYERS LOOK LESS THAN REALISTIC, BUT MAKE UP FOR IT WITH THEIR ADEQUATE SPEED—WHICH, UNFORTUNATELY, CAN MAKE THE ACTION DIFFICULT TO FOLLOW.

Unfortunately, an extremely poor selection of camera angles creates unnecessary confusion. It's almost impossible to find a satisfactory camera view; the only ones which offer a workable view of the ice are at strange angles, making following the action frustrating, and the ones which follow the player with the puck are much too close to be practical. A mechanical announcer further emphasizes the unrealistic presentation.

PHILADELPHIA 1 1ST
DETROIT 0 8:47
Acclaim

Although Breakaway 98 is one of the few hockey titles to include international teams, its faults in other areas keep it from being truly excellent. Check it out if you're more into action than realism.

*–Joe Rybicki*

## Official U.S. PlayStation Magazine box score

**Pros**

- International teams
- Quick gameplay
- Large range of animations

**Cons**

- Mediocre AI
- Unsatisfactory controls
- Frustrating camera angles

**Official Rating**

●●●○○

NOW YOU CAN DO
ALL THE THINGS
YOU'D DO IN A
REAL SAMURAI
SWORD FIGHT,
LIKE HIGHTAIL IT
FOR THE WOODS
AND HIDE
BEHIND A TREE,
FOR EXAMPLE.

REAL ENOUGH FOR YOU?

NO LIFE BAR

NO TIME LIMIT

BLOODY DEATH BLOWS

MASTER SWORDPLAY

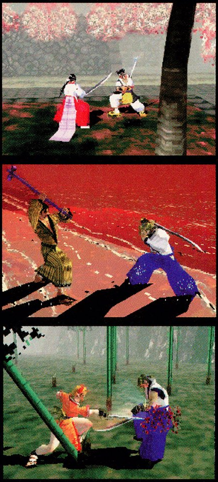
FORESTS, TEMPLES

FIGHT IN RIVERS,

ブシドーブレード

# BUSHIDO BLADE™

SQUARESOFT®



TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

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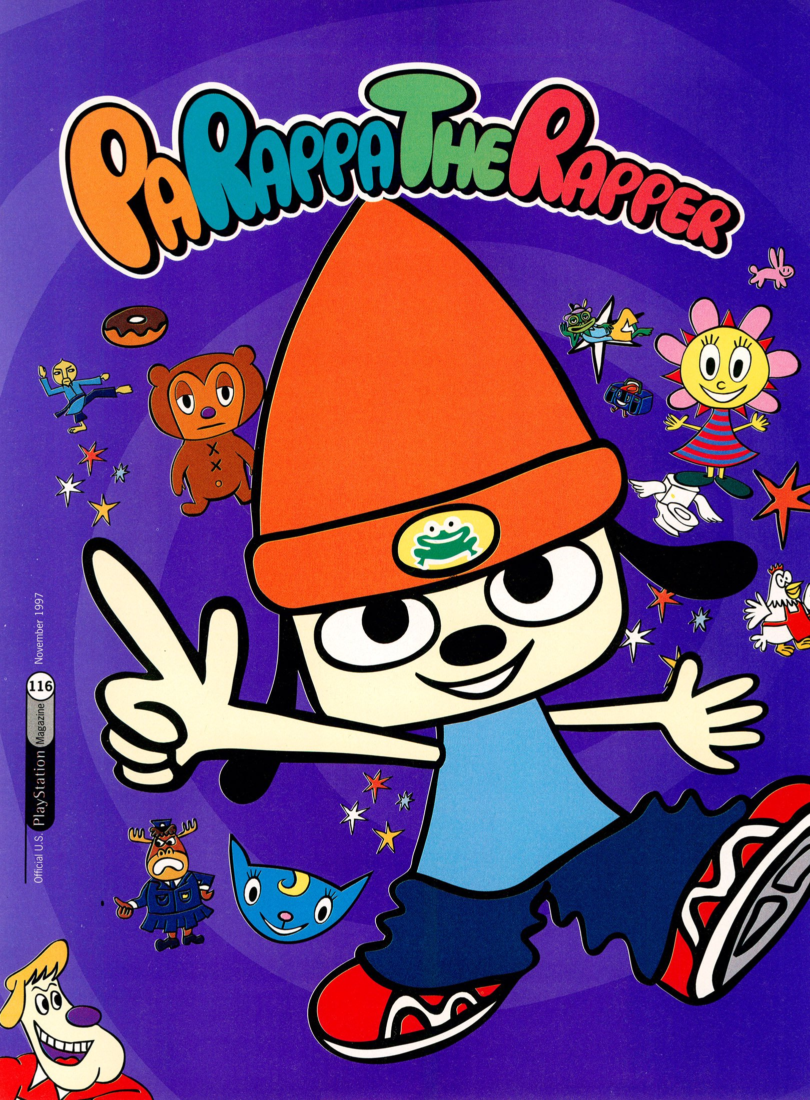
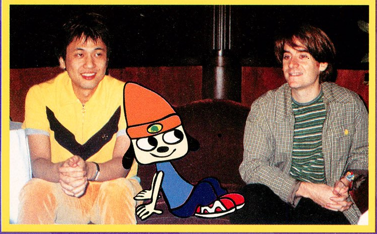

PaRappa The Rapper

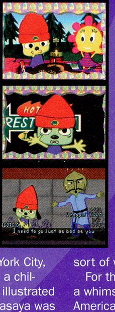


*PaRappa looks on as Masaya Matsuura and Rodney Greenblat discuss how PaRappa's lovable self was brought to life.*

Almost two years to the day after the U.S. release of the PlayStation, Sony Computer Entertainment America held a media reception in a Manhattan restaurant to formally introduce the American gaming and mainstream press to a unique gaming experience that has taken Japan by storm—PaRappa the Rapper. Sony, with their "Our Games Speak for Themselves" motto, could not have hoped for a better game to underscore their new emphasis on diversity. On hand to help celebrate were New York City native and multimedia artist Rodney Alan Greenblat and Japanese musician and software creator Masaya Matsuura, the two men most responsible for PaRappa.

As the two explained, the idea for a rap video game first occurred to Masaya over two years ago, when he was altering different types of popular music with one of his custom-written music programs. Much to his own amusement, Masaya discovered that rap music, with its heavy emphasis on rhythm, was particularly easy—and humorous—to manipulate. "This could be a game," he thought. While recording in New York City, Masaya happened upon a children's book written and illustrated by Rodney Greenblat. Masaya was instantly enamored with Rodney's whimsical drawing style and felt he could provide the visuals for the hazily defined music game playing in his mind.

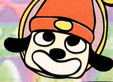
Upon returning to Japan, Masaya was delighted to learn Rodney not only was computer literate (he has created several multimedia titles for the Macintosh) but also was under the employment of Sony Creative Products, a licensing company responsible for a steady stream of T-shirts, notebooks, lunch boxes and other merchandise in Japan. In addition to holding the exclusive Japanese rights to *Sesame Street* and Japan Soccer League, Sony Creative Products was beginning to develop their own characters at that time and had tapped the New York artist for original ideas. When Masaya approached him with his game idea, best described as a hip-hop "Simon Says," Rodney was instantly intrigued and accepted the offer—with a few misgivings. "Originally I thought it would be difficult to do a rap game, because rap is an inner-city thing. I thought it would be difficult to make it a funny experience. Would my art suit rap? But then when I started to get the idea of what [Masaya] wanted to do, it wasn't going to be a hip-hop world. It was going to be a Rodney world—a crazy, anything-can-happen sort of world."



For the game, Rodney created a whimsical version of suburban America, a landscape all too familiar to Japanese audiences thanks to countless American

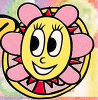
## The Cast of Characters

### PARAPPA



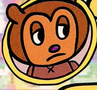
**Love-struck star of the game and aspiring hip-hop hero.**

### SUNNY FUNNY



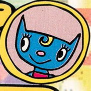
**Popular yet down-to-earth object of PaRappa's (and Joe Chin's) affections.**

### PJ BERRI



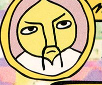
**Wears bear-shaped pajamas. Loves phat beats and fatter donuts.**

### KATY KAT



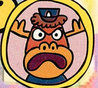
**Gal pal of Sunny Funny. Loves clothes, dancing and just having fun.**

### CHOP CHOP MASTER ONION



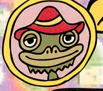
**The first Master in the game. Drops knowledge like he drops karate opponents.**

### INSTRUCTOR MOOSELINI



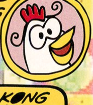
**Stern driving instructor. PaRappa's gotta get past her to earn his license.**

### MR. PRINCE FLEASWALLOW



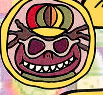
**Laid-back flea marketeer. Number-one ruler of the seven seas.**

### CHEAP CHEAP THE COOKING CHICKEN



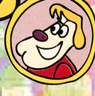
**Excitable TV cooking show host. Not a little turkey, ya beef jerky.**

### MC KING KONG MUSHI



**Biggest rapper in Rodneytown and final Master in the game.**

### JOE CHIN



**PaRappa's egotistical nemesis. Also loves Sunny. No relation to actress Joan Chen.**

movies, sitcoms and TV commercials. Such a place was also very familiar to Mr. Greenblat. “That’s where I’m from, and that’s the kind of landscape I’ve been drawing all these years. [Japanese] really like that. But [the world of PaRappa] is kind of a universal suburbia; the houses don’t really look like real houses. We didn’t really have a specific location in mind except that it would be from my mind.”

FLEASWA
SCORE 0
U Tappin' GOOD!
COOL

Populating this “universal suburbia” proved more problematic for Rodney. “The first thing [Masaya] did was describe [PaRappa’s] personality to me, and I came up with all kinds of drawings of everything. I didn’t really know where to start. I just drew all kinds of creatures. And then pretty soon we started to get closer to this sort of dog invention. He went through a lot of changes before he became what he is. It was a crazy, fatherly process. A lot of [PaRappa’s] family is from my Rodney Fun product line (developed for Sony Creative Products). Sunny Funny, the flower character, is actually part of my licensing line, but we thought she went well with the game as a girlfriend to PaRappa.” The same can be said of club girl and dance-aholic Katy Kat and the pajama-wearing DJ with a voracious appetite, PJ Berri, also taken directly from the Rodney Fun line. Unbeknownst to Rodney, the designers also “borrowed” several characters from his paintings and sculptures (Rodney began his career working in fine art, an endeavor he pursued throughout the ’80s).

Uh huh, and how should we decide?

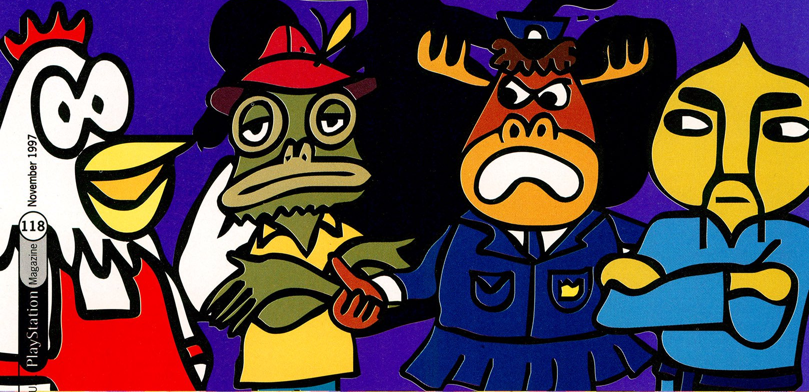
“They took some things I didn’t give them exactly,” says Rodney, sounding more amused than irritated. “I’ve made a lot of big robots and other cool-looking things. Sometimes I see them wandering around in PaRappa.”

Originally, Masaya envisioned PaRappa and friends as being three-dimensional characters but abandoned the idea for two reasons. First, 2-D characters more closely resembled Rodney’s doodlings. Second—and more importantly—flat, paper-thin characters moving about a 3-D world looked “so much funnier” according to Masaya. The look was so novel, Masaya’s and Rodney’s creation was named “PaRappa,” which means “flat” or “paper-thin” in Japanese. As Rodney elaborates, “In the beginning, it was just like paper cut-outs. They just moved on one plane. It looked really funny, but I liked it. Now the characters fold, like they’re flexible in many directions. They have so much life.”

PLANNING LI
☐ SET UP PART
☐ GET PRESEN
☐ GET CAKE

we need someone to get a present,
we need someone to buy a cake.

While Rodney labored on PaRappa’s visuals, Masaya was busy writing the music and lyrics for the game. American rap artists were recruited to give voice to PaRappa as well as the game’s



## How to rap ‘Cool’

**While simply rhyming along with the Masters will help you beat a level, it won’t earn a “Cool” rating. Doing so, as Matsuura-san reveals, requires improvisation. Return to previously beaten levels and just cut loose, creating your own improvised rhythms. This should nudge your rating from “Good” to “Cool.” Sustain the Cool rating long enough, and you’ll enter a special Freestyle Mode. If you can freestyle for the remainder of the level, you’ll earn a crown. By collecting multiple crowns, you can access new animations, cinemas and even a mini dance game entitled “KT and the Sunny Funny Band.”**

# BRAVO AIR RACE

*Anyone can race on the ground.*

*10 hot planes*

*3D courses*

*No roads anywhere*

*Arriving in September*

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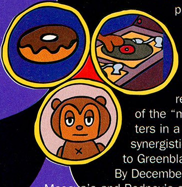
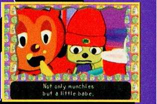


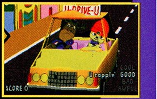
“masters,” who instruct the love-struck pooch throughout his many misadventures. While the majority of the rappers were from New York, the voice of the onion-headed Chop Chop belongs to a Japanese-born rapper and voice actor transplanted to Los Angeles at a young age. As Rodney so eloquently stated, finding such a talent was “just too good” not to include him in the game. For inspiration, the rappers were shown Rodney's preliminary character drawings, and their rapping in turn lead to the further refinement of the “master” characters in a surprisingly synergistic way according to Greenblat.

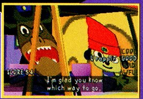
By December of 1996, Masaya's and Rodney's great experiment was ready for release in Japan. Contrary to popular belief, the game was not an instantaneous hit with Japanese gamers, known for being particularly cautious with their gaming yen. It was only after the launch of a successful Crash Bandicoot/PaRappa cross-promotion and the distribution of close to 100,000 demo discs that word began to spread. Among the first to latch onto PaRappa were female gamers, a demographic notoriously difficult for game companies to reach in the past. PaRappa's hyper-cute graphics and pop sensibilities undoubtedly had more than a little bit to do with this. After gaining a foothold with girl gamers, PaRappa went on to sell over 850,00 copies in the Land of the Rising Sun, making it a bona-fide hit with *all* gamers—and more than a few non-gamers, as well.

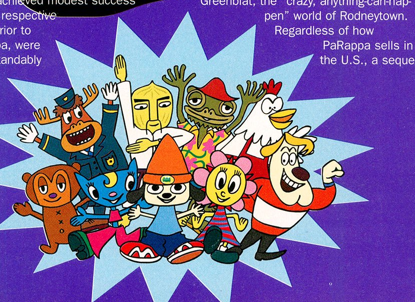
Masaya and Rodney, both of whom achieved modest success in their respective fields prior to PaRappa, were understandably surprised and overwhelmed with the success of the game, which spawned an entire cottage industry and became a household name among gamers and non-gamers alike. As Rodney enthuses, “Of course it's exciting to have a hit product. It's really unusual. For an artist, it's not the usual kind of thing. I mean, this has turned into a big, mass-market kind of thing. It wasn't really part of my plan. I just thought it would be fun.”

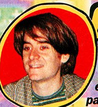
The obvious question now is will PaRappa be a hit with American gamers? While it's true that rap and hip-hop culture are uniquely American, PaRappa is a distinctly *Japanese* reflection of these urban modes of expression. What left U.S. shores as a militant, fist-in-the-air expression of urban social ills has returned in the form of a stocking cap-wearing cartoon dog. The irony of this was not lost upon Mr. Greenblat, who further confuses the matter. “[Parappa] is kind of exotic in Japan, because it's in English. So it has a slightly international feeling. But here (in the U.S), I think it has retained some of its Japaneseness, too.” So, PaRappa is a dog caught between two cultures, belonging fully to neither. In the end, the only home for him is the one constructed by Mr. Greenblat, the “crazy, anything-can-happen” world of Rodneytown. Regardless of how PaRappa sells in the U.S., a sequel









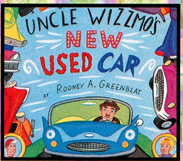


## RODNEY GREENBLAT

***“Trying to make a hit is like trying to hit the edge of a piece of paper with a dart.”***

**A graduate of New York's School of Visual Arts, Rodney quickly made a name for himself in the East Village art scene with his whimsical paintings and sculptures. A parent of two, Rodney began writing and illustrating children's books in 1991 with *Aunt Ippy's Museum of Junk*.**

**In addition to his printed works, Rodney has created a number of CD-ROMs. Among them is *Dazzleloids*, a collection of animated stories and music videos and winner of numerous multimedia awards. His association with Sony began in their Creative Products division but crossed over to Sony Interactive with PaRappa the Rapper.**



## MASAYA MATSUURA

***“For me, a computer is a synthesizer of the 21st century.”***

**Born June, 1961 in Osaka, Japan, Matsuura-san graduated from Ritsumeikan University with a degree in Industrial Sociology. Upon graduation, however, Masaya's interest turned to music. During a 13-year career with his band PYS•S (pronounced “Size”), Masaya recorded 10 albums and scored numerous hits in his native Japan.**

**Always interested in electronic music, Masaya created his first CD-ROM, entitled *The Seven Colors* in 1993. The program was a tool for musicians and won the Multimedia Grand Prix that year. His two subsequent CD-ROMs, however, were created for a general audience and were increasingly game-like, leading to his involvement with PaRappa The Rapper.**

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.
CAIN, JOHN
D.O.B. 11-02-07
D.O.C. 02-16-36
ONE
CAIN
Security Clearance
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
PlayStation
Co-Developed by
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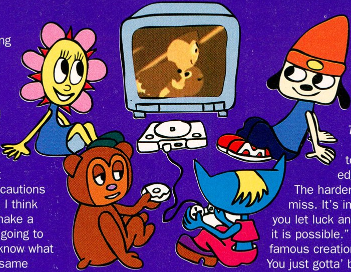
is virtually guaranteed. (The closing credits of the as-yet unreleased U.S. version already advertise it.) Although they were predictably tight-lipped about the subject at the media reception, Masaya and Rodney did reveal a few details. Most importantly, PaRappa 2 is not likely to be a simple clone of the first game. "The next project might be quite different," cautions Rodney. "It may be *very* different. I think that's part of the fun. If we just make a copy, people will know. But we're going to make something that they won't know what it is again at first." Following the same formula in the effort to make a second hit, according to Greenblat, would be an exercise in futility. "You can't plan hits. All you can do is try. There was a great article in the *New York Times* about the guy who created Tamagotchi, and he said trying to make a hit is like trying to hit the edge of a piece of paper with a dart. The harder you try, the more you're going to miss. It's impossible. But when you relax and you let luck and your own talents guide you, then it is possible." Perhaps his and Masaya's most famous creation would sum it up another way: You just gotta' believe.



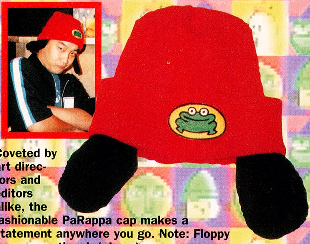
# PaRaphernalia

## Nothing spells fun like RodneyFun!

**What kid wouldn't rush to school with PaRappa notepads and lunch boxes in hand? (right)**

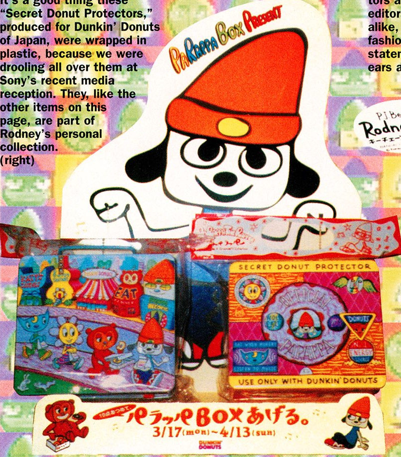
SUNNY
FUN
©RG/EP

I'm P.J. Berri
©R.G./I.P



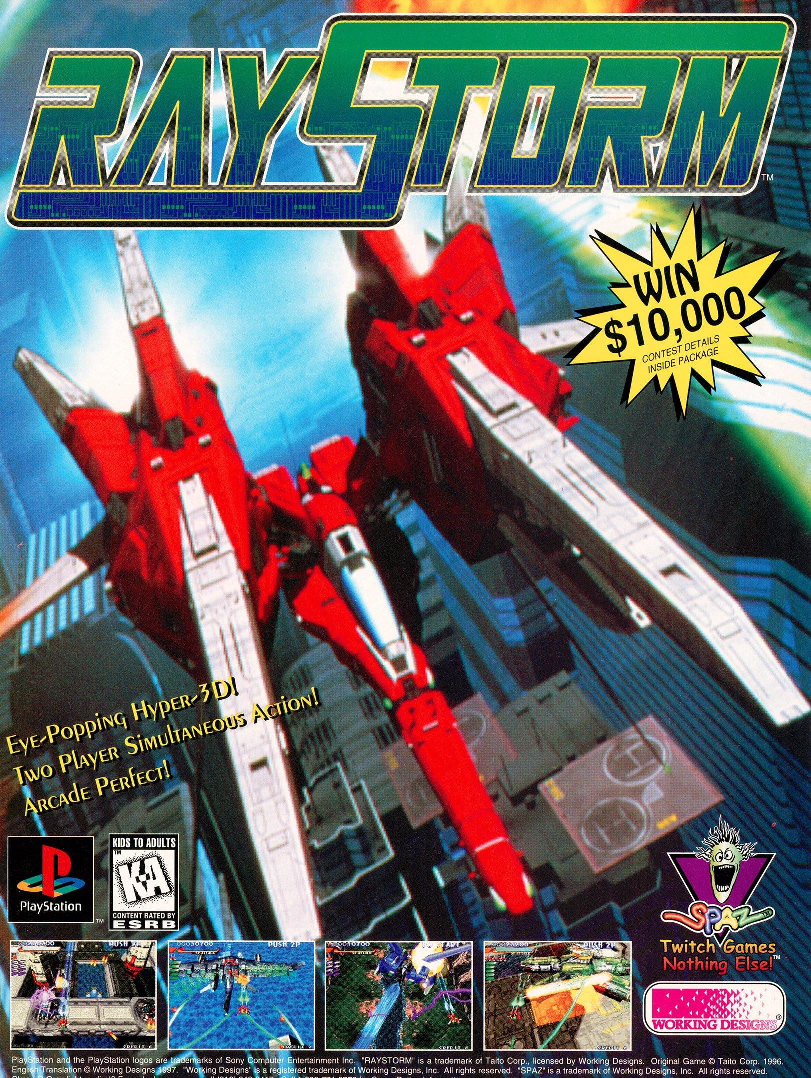
**Coveted by art directors and editors alike, the fashionable PaRappa cap makes a statement anywhere you go. Note: Floppy ears are optional. (above)**

**It's a good thing these "Secret Donut Protectors," produced for Dunkin' Donuts of Japan, were wrapped in plastic, because we were drooling all over them at Sony's recent media reception. They, like the other items on this page, are part of Rodney's personal collection. (right)**



P.J. Berri
RodneyFun
キーチェーン
RodneyFun
KEY CHAIN
BANDAI

**After an exhaustive search of Tokyo during a recent visit, the only PaRappa merchandise EIC Wataru Maruyama could find was this measly key chain. (left)**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# CRY FREEDOM

THRUST
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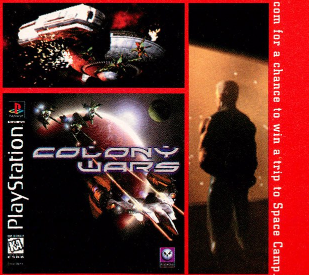
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STRATEGY Xtra

# CROC

## LEGEND OF THE GOBBOS

Where, oh where have the Gobbos gone? Croc's fuzzy friends have met with foul play at the hands of Baron Dante. You must help Croc free the Gobbos scattered throughout the four different islands. Each island contains 10 levels, which includes two secret areas and two Boss levels. We've uncovered the locations of hidden areas, best approaches to defeating the tough Bosses and some solid Gobbo-saving strategies. To retrieve the majority of the Gobbos, you must have good reflexes, something that you will have to develop on your own.

### PASSWORDS

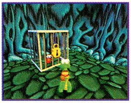
The following passwords will allow access the first level of each of the last three islands.

**ISLAND 2: RDDURLURDUURLUD**

**ISLAND 3: LURURDDUDUULULD**

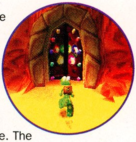
**ISLAND 4: RDLURRURLRURLUD**

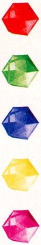
## COLLECTING GOBBOS



Most Gobbos can be found locked in cages, under boxes or out in the open. There are six Gobbos on every level (not including the Boss or secret levels), five of which are located somewhere before you reach the Crystal Door. The final Gobbo is hidden behind the door. Collecting all six Gobbos on each level will allow you to access secret levels on each island. Each secret level holds a puzzle piece essential to reaching the mysterious Crystal Island.

## OBTAINING CRYSTALS

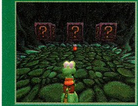




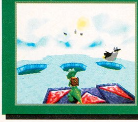
I just wanted to make sure everyone was crystal clear on the effects of these shiny gems. Collect the White Crystals to allow Croc to receive a hit without dying. As long as he has at least one crystal, he will survive an attack. Once 100 White Crystals have been accumulated, you will receive an additional life. The five types of Color Crystals will grant you access to the Crystal Door, but aren't necessary to complete the level. These crystals can be found in the open, under boxes or even disguised as White Crystals. Finding them all is not the problem, getting through the dangers of each level is.

## CAPTURING THE ELUSIVE GOBBOS

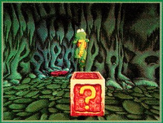
Some Gobbos can be a little more difficult to retrieve from Baron Dantinis' evil clutches. Here are the best techniques that I could come up with to rescue them.



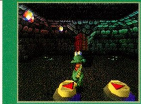
Here we have a representation of the classic shell game. Watching carefully is your best bet at picking the right box. Fortunately, both of the occurrences of this little test can be found at the beginning of their respective levels. Saving your game before each level is my best advice.



There are a couple of versions of Pop-the-Penguin in the game. Position yourself on the center arrow and wait for the penguins to appear. Hop on the corresponding arrow to blow up the penguin. If you can land on two buttons at a time, you'll breeze through this.



Some Gobbos will be running around with a box covering them. When they hit a wall, they will come back at you. Corral them into doing this and try to land on the box as they do. Squirrely Gobbos.



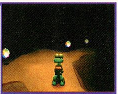
This was perhaps the most frustrating part of the game. Center Croc between the two buttons. The key here is to hit the button you need and then quickly get back to the middle. Trying to jump from button to button is not very effective. When moving the pot from the far left to the far right, wait for the pot to get just past the center spot and then get back to the middle. You will have to catch almost 30 crystals in a row.

## GHOST RACES

Throughout the Desert Island you will encounter a ghost behind each of the Crystal Doors, who will be greedily snatching up the trail of crystals. If you slow down, the ghost slows down. This allows you to chase ahead at the cost of losing a few crystals. If you are still falling behind, here are a few shortcuts to victory.

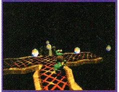
### LEVEL 3-1

When you reach the first intersection, turn to the right instead of following the ghost straight ahead.



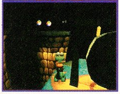
### LEVEL 3-5

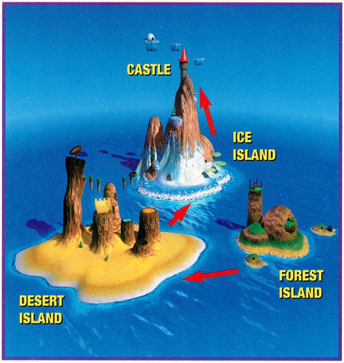
At the monkey bar crossroads, head to the right once again to get a good jump on our ghastly friend.

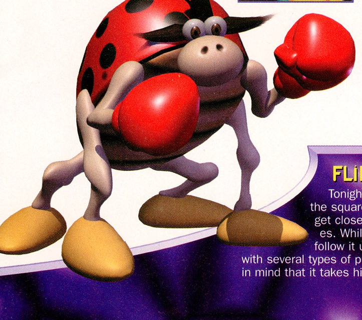


### LEVEL 3-6

When you reach the caged Gobbo, jump across to the gong instead of going straight. Grab the key from the next platform.





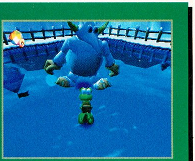


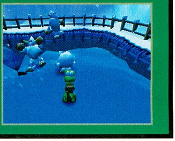
## FLIBBY THE LADYBUG

Tonight you find yourself facing Flibby the Ladybug in the squared circle and you're the main event. Let Flibby get close and then jump back as he throws his punches. While he is catching his breath, tail whip him and follow it up with a belly stomp. Flibby will come at you with several types of punching attacks, so keep your distance. Keep in mind that it takes him longer to tire out as the match goes on.

## ITSY THE DEMON

For a guy named Itsy, he's pretty big. The best way to tackle him is to let him get close, jumping away when he plops down. Tail whip as he gets his bearings. Well, now you've done it. There are two of them. Repeat the same steps on these smaller versions. Keep in mind that they are faster than the original. Both of them will splice into two more very quick versions, each equipped with a tumbling attack. Just hit them with a single tail whip apiece to defeat them.



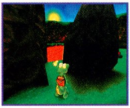


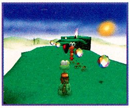
## BONUS AREAS

Throughout the islands you will come across hidden warps that will send Croc to a Bonus Area. Here you will be able to accumulate extra lives to aid Croc in his quest for the Gobbos.

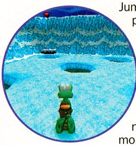
### LEVEL 1-3

As you step into the first area of Shoutin' Lava Lava Lava, cross the log and look behind the large rock on the left side of the screen. Walk into the warp to reach the bonus area containing extra crystals and two additional lives.





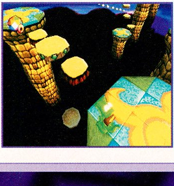
### LEVEL 2-4

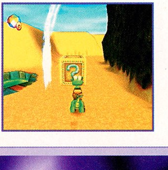


Jump across the moving platforms to the cage and enter the door to the left. Look to your immediate left to see the warp and enter it. This is the most profitable bonus area, netting you five more lives to work with.

### LEVEL 3-5

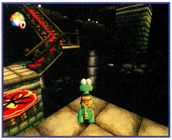
From where you start the Leap of Faith level, look down and you will see a warp platform. Jump across to the falling platform and wait for it to drop. You will land on the warp and be sent to the bonus area. There are four extra lives to be gained from this area. Be careful of the burst of wind. It will come by and try to send you into those nasty pools.

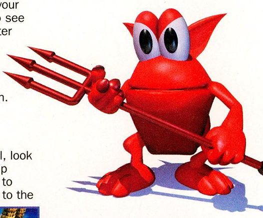




### LEVEL 4-2

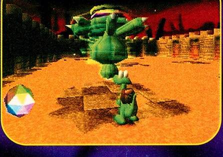
When you enter this level, you will see a lone platform suspended in the distance. Jump across to the stairway and ascend to the next walkway. Make a running leap off the end of this walkway to land on the warp. Here you will find three extra lives.



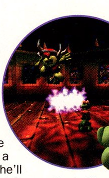


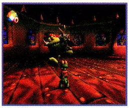
## CACTUS JACK

Cactus Jack has several attacks that he'll throw at you. He begins with shooting spikes at you. These are easily avoided by running in a circle around him. Jack's spinning attacks are the ones to watch for. The slower spinning attack can just be outrun, but the wide spinning attack will need to be dodged by hiding in a corner. While he is still dizzy, hit him with the tail whip.



# BARON DANTE



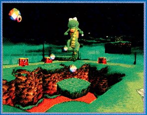


Welcome to Baron Dante's Inferno. The Baron will come at you first with one of two attacks. If close to him he'll take a swipe at you that can be easily avoided. At a distance he'll use his floor smash, which sends out a shockwave that you need to jump over. Immediately following either attack is the time to hit him. After three hits you are on to phase two. The Baron will charge at you like a bull. Get out of the way and he'll hit the wall, leaving him dazed for an attack. The final stage has the Baron floating, firing a barrage of shots at you. Run in a circle around the perimeter of the room, jumping to avoid shots. Nail him when he lands.

# THE CRYSTAL ISLAND

Having found all eight of the puzzle pieces, you will now be able to access the Crystal Island. There are four levels to it and then a final Boss stage.

## LEVEL 5-1



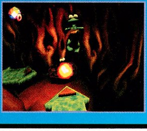
There is a key directly behind Croc to the right when you start this level. It is not necessary to have it to reach the extra life in the next area. On the large section of monkey bars, wait for the first Dantini to stomp when he is farthest from you, then go. All in all, this level shouldn't give too much trouble and will give a couple of extra guys to work with.

ITEMS
◆ = 63
♥ = 2

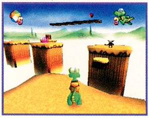
## LEVEL 5-2

ITEMS
◆ = 57
♥ = 1

The only extra life on this level is located directly below the Dantini in the first area. The tough spot during this level is once you are trying to navigate through the lava tunnels. When you are on the two platforms from the Dantini, he will fire at you. Jump the fireball and then take care of him. While riding the arrow platform, be ready to jump after the third flying Dantini.



## LEVEL 5-3

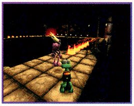


Once you are through the first door, things can get a little frustrating. You don't start with any crystals, so getting past the first Dantini can be tough. Light the lanterns and take a good look around before proceeding. The only hang-up I had outside was losing my patience. Just take your time.

ITEMS
◆ = 76
♥ = 2

## LEVEL 5-4

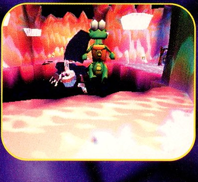
ITEMS
◆ = 35
♥ = 0



Once again, the first Dantini can be a problem if you are impatient. When you reach our balloon friend, I suggest going right. To the left you will have to deal with more of those flipping, spiked platforms. The path to the right is much easier and since they both lead to the same place, why not take it.

## LEVEL 5-B
## THE SECRET SENTINEL

Croc has reached the Secret Sentinel of the Crystal Island. Grab a crystal or two and then ring the gong. Time it so that you can jump onto one of the passing platforms. Leap from the platform early and hurry to ring the next gong. Use Croc's turnaround move to quickly get back on the same platform. You will need to get all four of the gongs ringing simultaneously to defeat the Sentinel. In addition to making the carefully timed jumps, you will also need to worry about the Sentinel's barrage of energy bolts.



# BUSHIDO BLADE

by Dave Malec

Forget everything you know about fighting games. Forget about life bars, rounds, ring outs and the like. Squaresoft takes a unique approach to the popular fighting genre, creating the first sword fighting simulator. Bushido Blade incorporates a new Body Damage System that takes each strike of the sword into consideration. Battles can last five seconds or five minutes, depending on the skill of the player. Each character has their own set of attacks, performed from one of three different stances. If that weren't sufficient, each weapon has its own specific moves, raising the total number of attacks into the hundreds. Become one of six characters trying to escape the Meikyokan School where you have come to learn the art of sword fighting, only to discover that it's an assassin training compound. As you flee through the crumbling remains of a nearby castle, your former classmates become your deadly pursuers. Did you learn enough during your time at the school, or will the combined strength of your former friends be too much for you?

Master Kannagisan, I was careless.

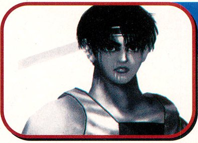
# CHARACTER MOVES LIST

KEY
△ Overhead Attack ✕ Low Attack
○ Torso Attack ► D-pad Movement

Red Shadow is the quickest character in the game and would benefit greatly from being armed with a lighter weapon.

## Red Shadow

| move name | weapon | stance | command |
|---|---|---|---|
| Jump + side attack | Long sword | Middle | ◄ ► ○ |
| Ayame | Long sword | Middle | ► ► ✕ |
| Noborimai - Shinoburyu | Long sword | Middle | ► △ |
| Ezomushikui | Long sword | Low | ► ► ✕ |
| Nezumigaeshi | Saber | Low | ○ ✕ |

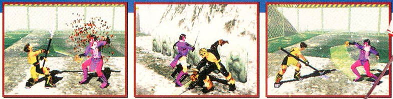


Lightning quick, try him with a lightweight weapon like the Rapier or Saber if you want him at his best.

## Tatsumi

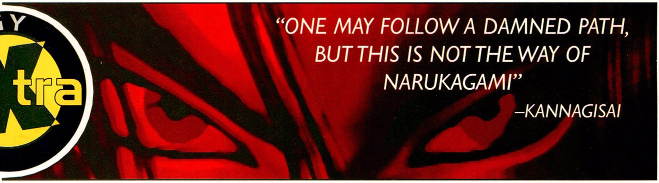
| move name | weapon | stance | command |
|---|---|---|---|
| Kusabi - Kuzure | Sledgehammer | High | ► ► △ |
| Tatsumaki - Kuzure | Sledgehammer | Low | ◄ ► ○ |
| Kusabi - Uchi - Kuzure | Sledgehammer | All | ► + R2 △ |

Mikado is probably most comfortable when she has Rapier or Saber at her side.



## Mikado

| move name | weapon | stance | command |
|---|---|---|---|
| Swing down + strike at the trunk | Naginata | High | △ △ ○ |
| Tsuyuharai | No Dachi | High | ◄ ► ○ |
| Tsuyuharai (diagonal attack) | No Dachi | High | ◄ ► ○ ○ |
| Tsukifurue | Naginata | Middle | ◄ ► ○ |
| Triple jab | Naginata | Middle | ► ○ ○ ○ |
| Okurijochin | Naginata | Middle | ◄ ► △ ✕ R1 ✕ |
| Four-way jab | Naginata | Low | ► ○ ○ ○ ○ |
| Tatarauchi | Naginata | Low | ► ► △ |
| Orochi | No Dachi | Low | ✕ ✕ |



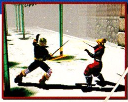
> “ONE MAY FOLLOW A DAMNED PATH, BUT THIS IS NOT THE WAY OF NARUKAGAMI”
>
> –KANNAGISAI

Second in strength to Kannuki, Utsusemi does well with the heavier weapons, as well the Katana and No Dachi.

## Utsusemi

| move name | weapon | stance | command |
|---|---|---|---|
| Strike from top to bottom w/one hand | Katana | High | ◄ ► △ |
| Yugegiri | Katana | High | ► ► △ |
| Tsuyuharai | No Dachi | Middle | ◄ ► ○ |
| Tsuyuharai (diagonal attack) | No Dachi | Middle | ◄ ► ○ ○ |
| Heishiki - Suminagashi | Katana | Low | ► ► ✕ |
| Nokorizuki | Katana | Low | ◄ ► ○ Attack button 4 times |
| Oborozuki | No Dachi | Low | ◄ ► △ Attack button 4 times |

Black Lotus is a well rounded fighter, with both good speed and strength. I suggest trying him with the Naginata or lightweight weapons.



## Black Lotus

| move name | weapon | stance | command |
|---|---|---|---|
| Step+diagonal attack | Katana | High | ► ► ○ |
| Step+spinning attack | Katana | High | ► ► ✕ |
| Sasakezuri | Katana | High | ► ► △ △ ○ |
| Twisting jab | Rapier | High | ► ► △ |
| Taka - Otoshi | Rapier | High | ◄ ► ○ |
| Single-handed spinning attack | Long sword | High | ► ► △ |
| Tsubametsuki | Rapier | Middle | ◄ ► ○ |
| Tatsumaki - Otoshi | Long sword | Middle | ◄ ► ○ |
| Ikazuchi - Otoshi | Broadsword | Middle | ◄ ► △ |
| Triple Okinatsuki | Rapier | Low | ► ► △ ○ ✕ |
| Osore - Okina | Rapier | Low | ► ► △ ○ ✕ ○ ○ |
| Murashigure | Rapier | Low | ○ ○ ○ |
| Step+sweep at the feet w/one hand | Long sword | Low | ► ► ✕ |
| Meodosenpugiri | Broadsword | Low | ✕ △ ○ |

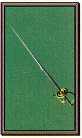
The most powerful of the six characters, Kannuki is best suited to swing the heavy Sledgehammer and Broadsword.

## Kannuki

| move name | weapon | stance | command |
|---|---|---|---|
| Retsubakusai | Broadsword | High | ► ► △ |
| Triple crown crush | Broadsword | High | △ △ △ |
| Akehae | Broadsword | High | ► ► ✕ |
| Miyama - Oroshi | Broadsword | High | ◄ ► △ △ |
| Heishiki - Yugegiri | Broadsword | Middle | ► ► ✕ |
| Kotegaeshi (jump attack) | Broadsword | Middle | ◄ ► △ |
| Karakannuki | Broadsword | Middle | ○ ○ △ |
| Horizontal + vertical blow | Sledgehammer | Low | ◄ ► ○ △ |
| Jump + blow to face | Sledgehammer | Low | ◄ ► △ |
| Mawari - Inoshishi | Sledgehammer | Low | ○ ○ ○ ○ |
| Meidouzan | Broadsword | Low | ✕ △ △ |

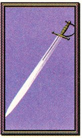
## WEAPON TYPES

### Rapier - 2.0 lbs. - Extremely lightweight, well suited for Red Shadow and Tatsumi



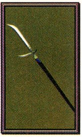
| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Double Center Jab | ○ ○ | Shirisogi-Nadegiri | ◄ ○ | Shuminagashi | ◄ ○ |
| Retreating Jab | ◄ △ | Left Step+Face Jab | ▲ △ | Crouching Sweep | ◄ ✕ |
| Suzumechirashi | ◄ ✕ | Right Step+Face Jab | ▼ △ | Makigiri Left | ▲ ○ |
| Left+Center Jab | ▲ ○ | Step+Face Jab | ► ► △ | Makigiri Right | ▼ ○ |
| Right+Center Jab | ▼ ○ | Step+Center Jab | ► ► ○ | Okinatsuki | ► ► △ |
| Step+Vertical Attack | ► ► △ | Sanzu-Watashi | △ ✕ △ ○ | Short Range Jab | ► ► ○ |
| Step+Center Jab | ► ► ○ | Shuffle+Face Jab | ◄ ► △ | Jump+Musogiri | ► ► ✕ |
| Jump+Scoop Upward | ◄ ► △ | Tametsuki Jab | ◄ ► ○ | Sumimatoi | ◄ ► △ |
| Lower Jab Attack | ✕ ○ | Sanzugoe | △ ✕ △ ○ ○ | Step+Makigiri | ◄ ► ○ |

### Long Sword - 3.1 lbs. - Similar to Katana, best used with Mikado and Black Lotus



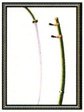
| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Vertical Sweep Attack | △ ✕ | Single Diagonal Attack | ○ | Shishi-Otoshimen | ✕ △ △ |
| Vertical Sweep Combo | △ △ △ | Double Diagonal Attack | ○ ○ | Shishi-Otoshi | ✕ △ |
| Single Foot Strike | ✕ | Triple Diagonal Attack | ○ ○ ○ | Arching Back Attack | ◄ ○ |
| Retreating Vertical Hit | ◄ △ | Single Foot Sweep | ✕ | Swinging Retreat | ◄ ✕ |
| Dodging Vertical Strike | ▲ △ | Retreating Side Strike | ◄ ○ | Onidaiko | △ ○ |
| Kitsutsuki | ○ ○ | Left Diagonal Dodge | ▲ ○ | Sairo | ◄ ○ △ |
| Left Dodging Attack | ▼ △ | Jumping Head to Toe | ► ○ | Single Left Spin | ▲ ○ |
| Ninkyogiri | ◄ ► △ | Right Diagonal Dodge | ▼ ○ | Step+Rear Attack | ► ► ○ |
| Spinning Step Slash | ◄ ► ○ | Sensugaeshi | △ ✕ | Koro | ◄ ○ ○ |

### Naginata - 4.8 lbs. - Greatest range, awkward for weaker characters



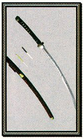
| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Crouching Strike | ► ✕ | Suichoku-Uchi Furue | △ ○ | Stepping Shin Jab | ► ✕ |
| Dodging Torso Lunge | ▲ ○ | Sweeping Side Step | ► ✕ | Rear Attack | ◄ ○ |
| Retreating Strike | ◄ ✕ | Retreating Attack | ◄ ○ | Ground Retreating Jab | ◄ ✕ |
| Stepping Torso Strike | ► ► ○ | Diagonal Attack | ○ ✕ | Dodging Torso Left | ▲ ○ |
| Double Strike | ○ ○ | Dodging Torso Attack | ▼ ○ | Dodging Torso Right | ▼ ○ |
| Consecutive Strike | ► ► △ ○ | Jab | ► ○ | Face Strike | ◄ ► △ |
| Dashing Upward Hit | ◄ ► △ | Shiranui | ► ► ○ | Akaneshiden | ○ ○ |
| Dashing Torso Strike | ◄ ► ○ | Ground Jab | ◄ ► △ | Double Reverse Attack | △ ✕ |
| Head Shot | ► ► △ | Double Jab | ► ○ ○ | Benishiden | ✕ ○ |

## Nodachi - 4.2 lbs. - Well balanced, offers greater range than Katana



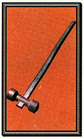
| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Koku-Zan | △ △ ►△ | Tsubame-Otoshi | ○ ○ ►△ | Gyotenzan | ✕ △ |
| Retreating Strike | ◄△ | Vertical Strike | ►○ | Retreating Knee Strike | ◄✕ |
| Crouching Knee Slash | ►✕ | Retreating Torso Strike | ◄○ | Sune-Fuiuchi | ►✕ |
| Left Dodging Torso Hit | ▲ ○ | Diagonal Double Strike | ○ ○ | Dodging Trunk Strike | ▼ ○ |
| Single-handed Strike | ◄►△ | Torso Strike Right | ▼ ○ | Step+Strike | ►►○ |
| Diagonal Attack Turn | ►►○ | Step+Behead | ►►○ | Wakiharai Kaeshi | ○ ○ |
| Diagonal Double Strike | ○ ○ | Head to Toe | ◄►△ | Step+Strike at Knees | ►►✕ |
| Single Knee Slash | ✕ △ | Scoop Weapon | ◄►○ | Jumping Head to Toe | ◄►△ |
| Upward Strike | △ ✕ | Scoop and Strike | ◄►○ ○ | Spinning Attack | ◄►○ |

## Katana - 3.3 lbs. - Good combination of range and durability



| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Fence Off | ◄△ | Overhead Strike | △ ○ △ | Cross | △ ✕ |
| Retreating Strike | ◄○ | Overhead Step | ►►△ | Double Torso Strike | ○ ○ |
| Left Torso Strike | ▲ ○ | Running Jab | ►►○ | Spin and Strike | ◄✕ |
| Right Torso Strike | ▼ ○ | Diagonal Fence Off | ◄△ △ | Spin and Slash Left | ▲ ✕ |
| Pierce Down | ►►○ | Sweeping Jab | ◄►○ ○ | Spin and Slash Right | ▼ ✕ |
| Suberigiri | ►►✕ | Sweeping Strike | ◄►○ △ | Throat Jab | ►►✕ |
| Lunge Strike | ◄►○ | Stepping Torso Strike | ►►✕ | Hoso Suriage | ◄►△ |
| Spin Strike | △ | Head to Toe | ◄►△ | Futo Suriage | ◄►○ |
| Diagonal Fence Off | ◄△ △ | Sweep | ◄►○ | Kawasemi Issen | △ ○ |

## Sledgehammer - 10.0 lbs. - Powerful, requires strong character for optimal use



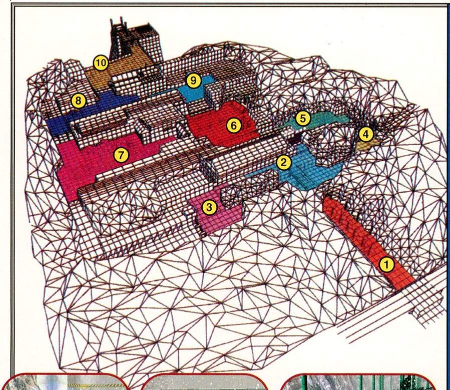
| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Vertical Torso Blow | ○ ○ | Vertical Trunk Blow | ○ △ | Advance Vertical Blow | △ |
| Retreating Blow | ◄△ | Retreating Sweep | ◄○ | Spinning Torso Blow | ○ |
| Left Diagonal Blow | ▲ ○ | Diagonal+Vertical Blow | ○ △ ○ | Leg Crush Blow | ✕ △ |
| Right Diagonal Blow | ▼ ○ | Diagonal Dodge Right | ▼ ○ | Double Vertical Blow | △ △ |
| Stepping Vertical Blow | ►►△ | Stepping Vertical Blow | ►►△ | Leg Smash | ✕ |
| Lunge Blow | ►►○ | Stepping Diagonal Hit | ►►○ | Retreating Sweep | ►✕ |
| Swing Upward Step | ►►✕ | Spinning Jump | ◄►△ | Torso Dodge Right | ▼ ○ |
| Jumping Upward Step | ◄►△ | Spinning Blow | ◄►○ | Torso Dodge Left | ▲ ○ |
| Jumping Torso Blow | ◄►○ | Double Vertical Blow | △ △ | Side Blow | ◄►○ |

## Saber - 2.6 lbs. - Lightweight, perfect for close combat

| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Kamaitachi | △ ○ ○ | Spinning Diagonal | ✕ △ | Vertical Ninkyogiri | △ △ |
| Retreating Vertical Hit | ◄△ | Midaregiri | ✕ △ ○ | Single Return Attack | ►✕ ○ |
| Dodging Scoop Up | ▲ ○ | Retreating Strike | ◄○ | Single Jab | ◄○ |
| Stepping Vertical Strike | ►►△ | Dodging Diagonal | ▼ ○ | Shirizoki Musubi | ◄✕ |
| Stepping Foot Sweep | ►►✕ | Dodging Diagonal Left | ▲ ○ | Single Foot Attack | ►✕ |
| Jumping Vertical Hit | ◄►△ | Shizukuryu | ►►○ | Left Torso Attack | ▲ ○ |
| Single-handed Jab | ◄►○ | Vertical Strike | ◄►○ | Bosatsugiri | ►✕ ○ △ |
| Double Scoop | ○ ○ | Single Diagonal Attack | ○ ○ | Sweeping Sidestep | ►►✕ |
| Vertical Double Scoop | ○ ○ △ | Kannongiri | ○ ○ △ | Ninkyogiri | ◄►△ |
| Vertical Torso Attack | △ ○ | Single Foot Sweep | ✕ | Homuraryu | ◄►○ |

## Broadsword - 9.0 lbs. - Good range, nearly as strong as Sledgehammer

| high stance | | middle stance | | low stance | |
|---|---|---|---|---|---|
| Double Crown Crush | △ △ | Foot Sweep | ✕ | Meido | ✕ △ |
| Double Crown Scoop | △ △ ✕ | Hipbone Crush | ○ ○ | Crown Crush | ◄○ △ |
| Retreating Crush | ◄△ | Yahiroyuhi | ○ ○ ✕ | Striking Sweep | ◄○ |
| Dodging Cut Off | ▲ ○ | Retreating Sweep | ◄○ | Retreating Knee Crush | ◄✕ |
| Right Dodging Cut Off | ▼ ○ | Dodging Hipbone Left | ▲ ○ | Dodging Senpugiri | ▲ ○ |
| Leveled Double Attack | ○ ○ | Dodging Hipbone Right | ▼ ○ | One-Hand Strike | ►►○ |
| Knee+Chin Crush | ✕ ✕ | Stepping Crown Crush | ►►△ | Double Skull Crush | △ △ |
| Stepping Crown Crush | ►►△ | Stepping Hipbone | ►►○ | Jumping Crown Crush | ◄►△ |
| Jumping Crown Crush | ◄►△ | Stepping Foot Slash | ►►✕ | Spinning Shin Kick | ◄►○ |
| Shirahae | ◄►○ | Spinning Attack | ◄►○ | Hayatebachi | ○ ○ |



## The Battlefields

① Use the gravestones to put a barrier between you and your opponent.

② Drop down the ledge to give yourself good position when your opponent follows you.

③ You can run, but you can't hide. This area loops around to reconnect with area #2.

④ This area contains a waterfall and a single step to connect with area #5.

⑤ The bamboo forest doesn't provide a great deal of cover, with trees falling with one hit.

⑥ You will find lampposts, markers and temples to use for defensive purposes.

⑦ This wide-open area is perfect for unobstructed combat. Use the trees for extra cover.

⑧ There is plenty of unlevel ground to battle over in this part of the castle grounds.

⑨ At the base of the steps, you will come to another largely open battle area.

⑩ A large, open area, the top of the tower is extremely windy and can affect your mobility.

## CASTLE TERRAIN

Use the varying terrain of the castle grounds to your advantage. Trees, bridges and ledges can be used to give you better offensive and defensive positions.

"Prepare yourself!"

## FIGHT WITH HONOR

The outcome of the Story Mode will be contingent upon how honorably your character fights. Attacking players from behind or while they are talking and throwing dirt or weapons are all considered dishonorable. Cheap shots will result in a shortened version of the story. Keep the fights clean to enjoy the full-length version of the Story Mode.

LEVEL 6
50 KILLS

## SAZANKA

To obtain Sazanka as a selectable character, you will need to enter the Slash Mode. The Slash Mode consists of 10 levels, each containing nine ninjas and a Boss. If your character can successfully survive the continuous onslaught of 100 assassins, you will be granted access to one of Bushido Blades' hidden characters. The only catch is that you must do this without using any continues.

# TRICKS of the trade

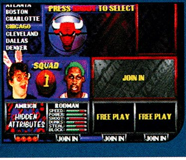
Codes and Tricks for the PlayStation

## NBA Hangtime

### Cool Codes

Pick Enter Name from the "Choose Option" Screen. On the Name Entry Screen, put in one of the names and PIN numbers as shown below:

TURMEL 0322: Mark Turmell
DANR 0000: Dan Roan
DIVITA 0201: Sal Divita
ROOT 6000: John Root
SNO 0103: Sheridan Oursler
AMRICH 2020: Dan Amrich
PIPPEN 0000: Scottie Pippen (with hidden attributes)


BOSTON
CHARLOTTE
CHICAGO
CLEVELAND
DALLAS
DENVER
PRESS TO SELECT
SQUAD
JOIN IN
AMRICH
HIDDEN ATTRIBUTES
RODMAN
SPEED:
POWER:
SHOOT:
DUNKS:
STEAL:
BLOCK:
FREE PLAY
FREE PLAY
JOIN IN
JOIN IN
JOIN IN

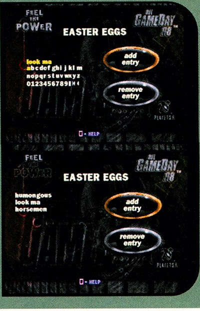
## NFL GameDay 98

### Easter Egg Codes

This game has been known for all the great codes that are put in to add to the fun! Well, here is a head start on some that are pretty fun to try out. Just go to the Main Menu and press L1+L2+R1+R2 to access the Easter Egg Menu. Then enter the following to receive various features in your next game.

For No Hands enter: **look ma**
For No Heads enter: **horsemen**
For Giant Players enter: **humongous**
For High Kicks enter: **thin air**
For Super Speed enter: **fire drill**
For No Calls enter: **blind ref**

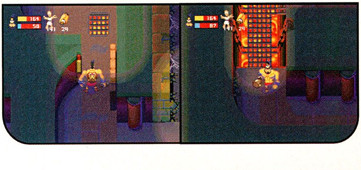
Note: There are most likely many others. Be on the lookout for more!


FEEL THE POWER
EASTER EGGS
GAMEDAY 98
look ma
abcdefghijklm
nopqrstuvwxyz
0123456789
add entry
remove entry
HELP
FEEL THE POWER
EASTER EGGS
GAMEDAY 98
humongous
look ma
horsemen
add entry
remove entry
HELP

## Herc's Adventure

### Unlimited Gyros

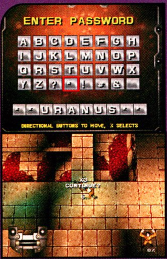
If you've played this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros were originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!



## Machine Hunter

### Various Cheats

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes from the results shown below. You will hear an explosion sound to confirm that they worked:


ENTER PASSWORD
URANUS
DIRECTIONAL BUTTONS TO MOVE, X SELECTS
CONTINUE?

**URANUS**—Unlimited Continues
**SATURN**— View End Movie
SHOWCREDIT—Show Credits
NO MISSION (with space)—Activates exit areas without needing to complete goals
GRIMREAPER—One-shot kills
INVINCIBLE—Invincibility

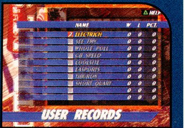
**Do you have a trick or want a tip on your favorite game? Let us know—write us at...**

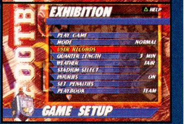
**Official U.S. PlayStation Magazine**
***Tricks of the Trade***
***1920 Highland Ave., Suite 222***
***Lombard, IL 60148***

## NCAA Football '98

### *Various Tricks*

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:


USER RECORDS
NAME W L PCT.
ELECTRICH 0 0 0
SEE FMV 0 0 0
WHOLE POLL 0 0 0
GB SPEED 0 0 0
COOLSITE 0 0 0
EASPORTS 0 0 0
TIBURON 0 0 0
SHORT QUART 0 0 0
HELP


EXHIBITION
HELP
PLAY GAME
MODE NORMAL
USER RECORDS
QUARTER LENGTH 5 MIN
WEATHER FAIR
STADIUM SELECT
INJURIES ON
SET PENALTIES
PLAYBOOK TEAM
GAME SETUP

**FOOTBALL CHEATS**

ELECTRICH: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: See 112 teams in the poll
GB SPEED: Fast Players
COOLSITE: Show all stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburon Team
SHORT QUART: 15-second quarters

**HISTORIC TEAMS**

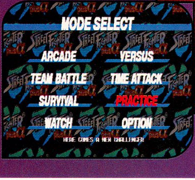
JEXLAD - '73 Alabama
WHVCIR - '89 Alabama
ZDDJOT - '92 Alabama
CEVHETS - '89 Colorado
VEWOJ - '96 Florida
MYLQLOH - '93 Florida State
RCIXRE - '96 Florida State
ZOWS - '82 Georgia
EIWQOH - '83 Miami
WREHSTAEH - '86 Miami
WEVKIM - '87 Miami
WMIXJ - '89 Miami
WYGGKEP - '91 Miami
WEINVNOD - '92 Miami
ANOYSAJ - '94 Miami
BSEPMAJ - '65 Michigan State
KCIZRE - '91 Michigan
IGSI - '83 Nebraska
EGAXRIM - '91 Nebraska

## Street Fighter EX + Alpha

### *Reveal Hidden Characters*

At the Mode Select Screen, highlight the Practice Mode and press Start, Up, Right, Down, Right, Start. You will hear a sound to confirm that it worked, and you will see "Here comes a new challenger" on the bottom of the screen. This trick reveals all of the hidden characters, which include Evil Ryu, Killer Hakuto, Cycloid Gamma and Cycloid Beta. You will be able to play as all of these characters in every mode of the game!

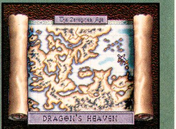
(*Note: This trick works on the Japanese version of the game and is subject to change.)

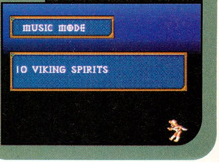

MODE SELECT
ARCADE
VERSUS
TEAM BATTLE
TIME ATTACK
SURVIVAL
PRACTICE
WATCH
OPTION
HERE COMES A NEW CHALLENGER

## Ogre Battle

### *Hidden Stage and Music*

To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL." on the Password Screen. Go through the questions, and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.


The Zenogias Age
DRAGON'S HEAVEN

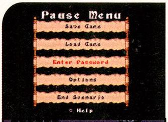

MUSIC MODE
10 VIKING SPIRITS

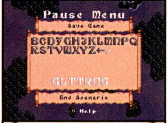
## Warcraft II: The Dark Saga

### Many Cheats

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

**NSCRN**: Gives you the full map
**GLTTRNG**: 100,000 gold, 5000 trees (repeat the trick as needed)
**VLDZ**: 5000 units of oil
**MKTS** : Faster building
**DCKMT**: Upgrades everything to the best
**VRYLTTL**: Gives you all the spells
**TSGDDYTD**: Invincibility (one-hit unit kills and few-hit structure kills)
**THRCNBNL**: See the end of the game


Pause Menu
Save Game
Load Game
Enter Password
Options
End Scenario
Help


Pause Menu
Save Game
BCDFGHJKLMNPQ
RSTVWXYZ←✓
GLTTRNG
End Scenario
Help

21000
11122
12200

# TRICKS archive

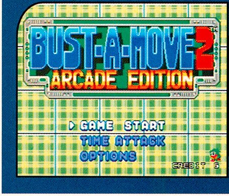
Tricks Archive is a monthly collection of every code available for the PlayStation starting with the earliest releases first. The Archive will also feature past GameShark and other related tricks and codes.

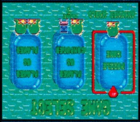
## Agile Warrior

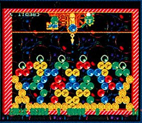
This trick will give you a good ending for the game, no matter if you win or lose. To get this, you must be in the middle of a mission. Now, press Start. Take controller one and enter Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Down, X, Down, X, Down, X, Down, X, Down, X. You'll hear a voice say, "Outstanding." Now, all you have to do is run out of fuel or armor to make your plane blow up. Get past the Statistics Screen and choose to fly a mission. Instead of the regular mission briefing, the officer will tell you, "Well done. This one's on SOCOM." You'll get a blond woman in a red dress to dance for you!

## Bust-A-Move 2

When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press R1, UP, L2, Down. A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will be trying to complete a brand-new set of puzzles that are similar to the originals.

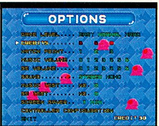


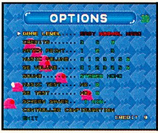




## Bust-A-Move 2

From the Title Menu, choose Options. In the Options Menu, press Left, Right, R1, R2, L2, L1, Up, Down. A timer counting down from 30 seconds will appear. Highlight the Credits option and press the X button quickly and repeatedly. Your credits will build up quickly at first, but then they'll be harder to get as you accumulate more. Once the timer counts to zero, you can't try any more. You may receive up to 30 credits, depending on how quick you are.

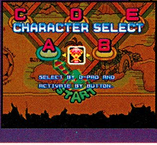


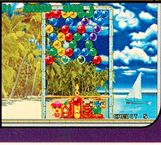


## Bust-A-Move 2

You can choose between some different characters to play as (instead of the dinos) in the Puzzle Mode. Just choose the Puzzle Game from the Selection Menu and when you're on the Map Screen, press Left, Left, Up, Down then L1+L2+ R1+R2 simultaneously. A special Character Select Menu will come up. Cycle through characters with the pad and choose a character with a button. You'll play the next round with the character you've chosen.

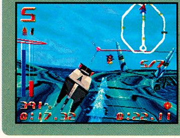
C
D
E
A
B
START

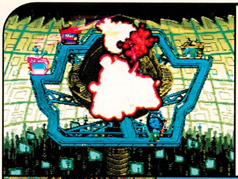




## Cyberspeed

At the Main Menu, go down to Options. In Options, choose Load and press the X button. Now at the Password Screen, enter the code: LLLLLLLLLLLLLL, then press Start. Now start a new race and you will be playing as Daisy the cow!





## Gex

Begin your game and at the Dome, press Select to bring down the Item Menu. Now press and hold the top R1 button. While holding it, press X, Square, X, Right, Up, Left, Circle, Circle, Down, Down. A Stage Select Menu will appear where you can choose levels as well as Bosses! The next trick is just as good. Press and hold R1. At the Dome or on any stage, press Circle, Start, Right, Up, Square, Left, Left, Up, Start. An explosion will take place, and you will then have open access to all of the levels!

PRESS START TO START

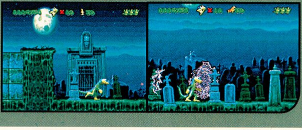
## Goal Storm

When the Title Screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle. In the game, you can press the Select button to get different camera angles of your player.

GOAL STORM
BERANCO
PASSARO

## Gex

First, you must go to the Frankie & Heli Stage. Find the small crawl-space a little ways into the level. Use the teleport then immediately go right, past three large, breakable blocks. Jump over the teleporter on the ground and onto the ledge with the 1-Up. Get a running start and jump left as high as you can. In the middle of your jump, hold Up on the pad. You should stick to a hidden block. Move up the block and you'll be warped to a room with all of the bonus room portals! Collect all of the remote pieces in these levels by picking up all of the icons, and you'll have access to Planet X!



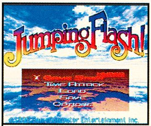
## In the Hunt

When the Title Screen appears, press Start to get to the menu (with Start and Option). Now, hold the directional pad Up-Left and hold the Select button at the same time. With these held, press the Circle button. A Stage Selection Menu will appear above the title on the screen. You may choose any level and begin, or a two- player battle with your submarines. Also, you may choose to see the different endings of the game.

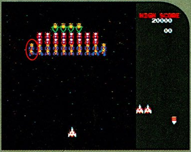
IN THE HUNT
TM
START
OPTION
©XING / IREM CORP 1995

## Jumping Flash!

First, you must enter the Stage Select code (Up, Up, Down, Down, X, X, Left Right, Left, Right, X, Triangle, X, Triangle). The box will turn red if the code was done correctly. Now, go to Game Start and begin a new game. Use the Level Select to go to the first Boss. Defeat Boss 1 then go to World 2, Stage 1. Pause the game and choose to retire. When asked to continue, choose "No." Now, at the Title Screen, you'll see the words, "World 2" by the Game Start Option. Access Game Start and now go to World 6, Stage 3. Pause the game and retire. Next to Game Start on the Title Screen will be the words, "World 6." Take the controller, move left and you will see the word, "HYPER." Now when you access Game Start, you can play the Extra Stages. Some items have been moved around and you can jump three times higher!



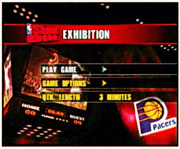
## Namco Museum Classics Volume 1

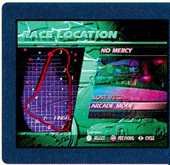

HIGH SCORE
20000
00

For Galaga, as the ships fly in their formations on the screen, don't shoot any of them. Now locate the two blue-and-yellow ships in the first row on the left side of the screen (circled in red on the picture). Once all of the ships are on the screen, you may begin shooting them all—except the two on the left side that were mentioned above. Once you have destroyed all but the two designated enemies, let them fly around, shooting at you for 14 to 15 minutes. At this point, they will stop shooting. When you're sure they've stopped, you may destroy them as well. From now on in the entire game, no enemies will fire

## NBA Shoot Out

At the Exhibition Screen, enter R1, L1, R1, L1, R2, L2, R2, L2 to get the '94/'95 All-Stars or enter R1, R1, R2, R2, L1, L2, L1, L2 to get the '95/'96 All-Stars. The All-Stars Menu will appear as the bottom option on the screen.


EXHIBITION
PLAY GAME
GAME OPTIONS
QTR. LENGTH 3 MINUTES
HOME
GUEST
Pacers


RACE LOCATION
NO MERCY
LOST VEGAS
ARCADE MODE
EVENING
FINISH
SELECT
PREVIOUS
CYCLE

## Need For Speed

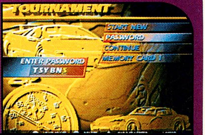
Do what's on the Cheat Sheet (to the left) then to get No Mercy Mode (no cars or cops), press and hold L1 and R1 while choosing Head-to-Head under the Single Player Menu. To access the Arcade Mode (more like an arcade game), hold L1 and R1 at the Number of Laps option.

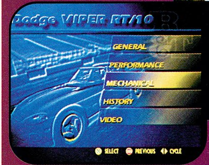
## Need For Speed

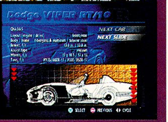
First you must beat the game in Tournament Mode. This will give you access to more tracks via a password. Or if you want to do it the easy way (also found in *EGM* #83, page 38), choose Tournament for your race type, and access the Password Option. Enter the word:

**TSYBNS**

This will give you access to Lost Vegas, Rally tracks, etc. Now, press the Square button to go back and choose another Race Type. Now, when choosing a car, go to the Car Showcase Option. In this screen, highlight the Mechanical Option and access it. When you are in the screen that describes the car's engine, move down and highlight Next Slide. Press X to select it. Now you will be on the Chassis Layout Screen. At this point, press the L1 button, and you will see a red arrow appear at the front of the car. Press the R1 button, and a red arrow will appear at the rear of your car. Each time you press either of these buttons, you will add weight to the front or rear of your car. You may add up to eight arrows to either end. Once you are satisfied with your arrow placement, exit the screen and play the game. Depending on how much weight you added, this trick will slow your car down, but it will increase the handling capabilities of the car you choose. Experiment with different amounts of weight on each end to find the setting you are most comfortable with on your automobile.

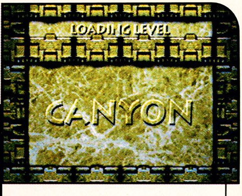

TOURNAMENT
START NEW
PASSWORD
CONTINUE
MEMORY CARD
ENTER PASSWORD
TSYBNS

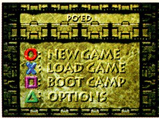

Dodge VIPER RT/10
GENERAL
PERFORMANCE
MECHANICAL
HISTORY
VIDEO
SELECT
PREVIOUS
CYCLE

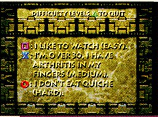

Dodge VIPER RT/10
CHASSIS
NEXT CAR
NEXT SLIDE
SELECT
PREVIOUS
CYCLE

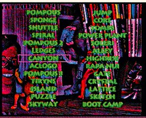
## PO'ed

At the Main Menu Screen, take the first controller and press and hold L1+L2+R1+R2+Up. Let go then press Circle to start a new game. When the Difficulty Levels Screen appears, press and hold L1+L2+R1+ R2+Down. Let go and press the corresponding button for the level of difficulty you want to play (Square, X or Circle). A Level Selection Screen will then appear. Highlight the stage you want and go for it!


LOADING LEVEL
CANYON


PO'ED
○: NEW GAME
X: LOAD GAME
□: BOOT CAMP
△: OPTIONS


DIFFICULTY LEVELS △ TO QUIT
□: I LIKE TO WATCH (EASY).
X: I'M OVER 30, I HAVE ARTHRITIS IN MY FINGERS (MEDIUM).
○: I DON'T EAT QUICHE (HARD).


POMPOUS
SPONGE
SHUTTLE
SPIRAL
POMPOUS 2
LEDGES
CANYON
POMPOUS 3
TIRYNS
ISLAND
PUZZLE
SKYWAY
JUMP
CORE
POWER PLANT
CAVE
CRYSTAL
LATTICE
BOOT CAMP

## Primal Rage

Here are some great, hidden tricks within Primal Rage for the PlayStation:

**Bowling:** This trick needs two players. Both players must choose Armadon, but you can be on any stage. Now, each player must execute three Spinning Death moves at the same time. (Press Forward, Down-Forward, Down and Square+Circle.) If you did it correctly, you can play two frames of bowling, where you knock down worshippers!

**Falling Cows:** In a two-player game, you must be on the Ruin's stage and one player must be Chaos. When the timer is just about to run out, have Chaos perform a Fart of Fury (hold Triangle+ Circle and then press Down, Forward, Up, Back). If the green cloud is in the air when the timer reaches zero, cows will fall instead of fireballs when the match goes into sudden death.

**Volleyball:** Use two players. On Sauron's Cove Stage, draw out a worshipper by doing a combo, then hit the worshipper into the air toward your opponent. Volley them back and forth about eight times and you'll see a net and a referee appear for the game!

MESS
EAT ME
Dear Mom, Kicked some butt and got a great

## PO'ed

**Full Inventory:** Enter Map Mode (Square+Select) and press Left on the pad until the arrow is pointing at you. Press Start to rotate into the standard view. During the rotation, press L1+Square+X+Circle simultaneously. Press Select to exit Map Mode. Press Triangle to verify that you've got the weapons.

**Invulnerability:** Make sure you have the drill. The trick won't work unless you have it. Go somewhere safe and press Triangle to bring up the Weapon Select Menu. Choose the frying pan with L1 or R1. Press Triangle to confirm your choice. Press Triangle again to bring up the menu again. Now press and hold Circle+R1 to increment the selected weapon until you get a flashing 999 in your health counter.

**Ammo Refill:** Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press Right+X+Circle at the same time. Check your weapons with Triangle and you'll see full ammunition.

**Health Refill:** Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press Down+X+R2 simultaneously.

**Fart Sound for Butts:** Select "Load Game" from the Main Menu. Press L1+L2+R1+R2 at the same time and then let go. Exit this screen. From now on in the game, the butts will have a fart sound when they fire at you.

**See Final Sequence:** Select "Load Game" from the Main Menu. Press Right and while holding it, press Circle. Press Triangle to cancel. Press Square+Left simultaneously, then let go. Press Triangle to cancel. The screen will be showing the final kitchen scene.

## Slam 'N Jam '96

Simply follow the directions below for various results.

**Small Player Code:** Choose your teams and get to the Scouting Report Screen for the Home team. Highlight the Continue option and press X. Next, you'll see the Scouting Report for the Away team. Now, press X and then press the R1 button rapidly and repeatedly until the tipoff. After the tipoff, press Start and then press Start again. Every player will now be about half the size that they were before the trick was done!

**Big Head Code:** Choose your teams and get to the Scouting Report Screen for the Home team. Highlight the Continue option and press X. Next, you'll see the Scouting Report for the Away team. Now, press X and then press the L1 button rapidly and repeatedly until the tipoff. After the tipoff, press Start and then press Start again. The players will have huge heads!

**Shot Percentage Code:** Choose your teams and get to the Scouting Report Screen. Do the same thing you did for the previous codes and press and hold the L1 button until tipoff (instead of pressing it rapidly). You'll see the player's shot percentage on screen!

# gear

## gadgets, electronics, arts and recreation

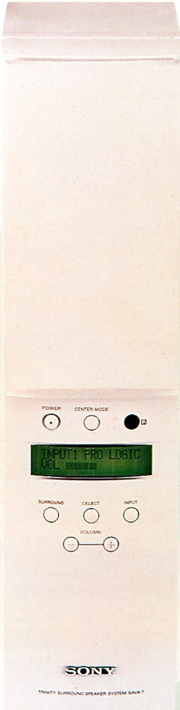
- ⚙⚙⚙⚙⚙ *5G No question, this should be in your home*
- ⚙⚙⚙⚙ *4G Recommended, very cool*
- ⚙⚙⚙ *3G Pretty good, check it out*
- ⚙⚙ *2G Below average*
- ⚙ *1G Very lame*

## Sony Glasstron

We've seen a fair number of virtual glasses that were supposed to provide an immersive gaming experience, but have fallen short. Over in Japan, Sony has released the Glasstron which is a monitor and sound head set that can hook up with your VCR or gaming console. Add a battery pack and optional TV tuner, and you can watch television anywhere! The screen is very sharp and is easily the best head monitor ever seen. It's a bit on the pricey side, but prices should come down if it ever comes out over here. Very cool.

**Sony import about $700** ⚙⚙⚙⚙

## Sony SAVA-7


POWER
CENTER MODE
INPUT1 PRO LOGIC
VOL
SURROUND
SELECT
INPUT
VOLUME
SONY
TRINITY SURROUND SPEAKER SYSTEM SAVA-7

MAIN POWER
SONY
TRINITY SURROUND SPEAKER SYSTEM SAVA-7

If you're in the market for some external speakers for your PlayStation, Sony might have something for you. The SAVA-7 system features Dolby Surround Sound with just two speakers which you control with a remote. There are a multitude of listening modes to taylor to specific types of music and sounds. Vigorous testing on a variety of games at different volume levels revealed the SAVA-7 to create a satisfying ambient sound, especially when the volume is set at in the mid to low levels. Unfortunately, the higher volumes reveal some average bass performance which is really the only weakness.

Sony $350 ⚙⚙⚙

# C-3D Imaging System

Realeyes 3D
Stereoscopic Television

Are we ever gonna get realistic 3-D action in our homes? The answer is yes and not quite. The C-3D imaging system hooks up to your TV and VCR and requires that you attach the special glasses to the front of the unit. C-3D has the ability to turn existing images from television, movies or video games into pseudo dimensional images. This works to a certain degree, but the more promising action comes from footage prepared exclusively for the system. We viewed such material in the included video tape which showed landscape scenes that had a bit more depth, but we weren't impressed until we got to the CG rendered footage. There were octopus tentacles that leapt out of the screen and caused more than a few staffers to jump back. Sadly, this lasted for only about 10 seconds with the rest of the tape filled with more boring scenes of nature. There is definite potential for some awesome gaming action, but it all depends on support. Having the wires protruding from the front of the system also makes for some logistical problems, but it's not unacceptable.

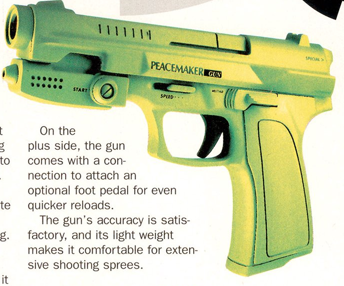
Chequemate 3D $499 ⚙⚙⚙

# Remote Wizard

Tired of being tethered to your PlayStation? Why not cut the cord with Nuby's Remote Wizard. For a mere $39.95 you get two comfortable, light-weight controllers and a unique dual-plugged receiver that allows either two wireless controllers or one wireless and one standard controller to be used at the same time. While this may not seem like a big deal, some wireless receivers hog both controller ports, giving player two little choice in the matter. While Remote Wizard's controllers lack such frills as rapid fire or slow-motion, they can double as TV remotes (Yes, you can actually use them to adjust your TV's volume or to change channels) and work up to 30 feet away from your PlayStation.

Nuby $39.95 ⚙⚙⚙

# Peacemaker



The Peacemaker, from Nuby, is one of the most realistic-feeling guns on the market. With a comfortable, beefy grip and a well-placed Reload button, the Peacemaker is designed to cut down on reload time by making it so that players do not need to shoot off the screen to reload.

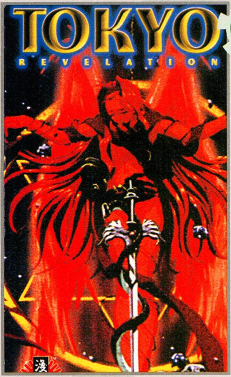
Unfortunately, although the gun does include three separate speeds of reload, even the fastest one takes a bit too long. It is definitely an improvement from shooting off-screen, but not as big an improvement as it could have been.

On the plus side, the gun comes with a connection to attach an optional foot pedal for even quicker reloads.

The gun's accuracy is satisfactory, and its light weight makes it comfortable for extensive shooting sprees.

Nuby $19.95 ⚙⚙⚙

## Anime Video/DVD

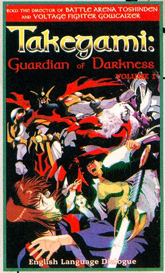

TOKYO
REVELATION

Based on the Devil Summoner games (Persona on the PS is the only game in the series to appear here), *Tokyo Revelation* follows Kojiro and Akito, two old friends who are reunited in high school. Akito, weak and a target for bullies, summons the forces of evil to do his bidding –namely, getting rid of the people who torture him. When the demons he awakened get out of control, Kojiro and his allies go to battle.

This OAV has plenty of supernatural action, with a fast-paced story and excellent animation. This is an enjoyable romp through the darker side of the occult, even if you're not familiar with the games.

*Tokyo Revelation*
Manga Entertainment
MSRP: $19.95 (DUB),
$24.95 (SUB)

⚙⚙⚙⚙


FROM THE DIRECTOR OF BATTLE ARENA TOSHINDEN AND VOLTAGE FIGHTER GOWCAIZER
Takegami:
Guardian of Darkness
VOLUME 1
English Language Dialogue

Volume one of a series, the first episode is tame compared to other "demonic-forces-awaken-to-kill-innocent-girls" titles, and has the potential to be more than a kill fest. The animation quality is about average, but it doesn't detract from the overall enjoyment. Taking its cue from the *Guyver* series, Koichi—the young hero of the series—is given the power of warrior-god Susanoo to vanquish evil and save those possessed by evil.

This first episode focuses on Koichi and his girl-pal Terumi. Terumi's low self-esteem causes her to awaken an evil dragon demon which possesses her, grants her a wish and proceeds to go on a killing spree. *Takegami* is directed by Masami Obari, who also directed *Battle Arena Toshinden* and the *Fatal Fury* anime series.

*Takegami: Guardian of Darkness*
U.S. Manga Corps.
MSRP: $19.95 (DUB),
$24.95 (SUB)

⚙⚙⚙

Swords and Sorcery unite...
...to destroy a cult, topple a tyrant and vanquish a god!
Gude Crest
The Emblem of Gude
Original Japanese Dialogue with English Subtitles

Based on a PC Engine CD game, *Gude Crest* is a medieval-type adventure with sorcery and swordplay with comedy mixed in for good measure. Follow Efera and Jilliora as they try to protect Princess Rubiella from an evil goddess. Best described as the Dirty Pair with swords and magic, the two of them jump into trouble with both feet and come out swinging.

While not overly spectacular, *Gude Crest* has plenty to offer. Fans of Software Sculptors' *Slayers* series might enjoy *Gude Crest's* more serious tone. There are laughs, but the central quest is never far away.

*Gude Crest: The Emblem of Gude*
AD Vision
MSRP: $19.95 (DUB), $29.95 (SUB)

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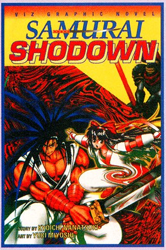
## Manga Books


VIZ GRAPHIC NOVEL
SAMURAI SHODOWN
STORY BY KYOICHI NANATSUKI
ART BY YUKI MIYOSHI

Hot on the heels of last month's release of the Cammy graphic novel comes the collected adventures of Samurai Shodown. Focusing mainly on the adventures of Haomaru and Nakoruru, the *Samurai Shodown* graphic novel is packed to the brim with great action complemented by a good plot. The drawing style matches the mood of the series with heavy dark inks capturing the tone of the source material. There's enough swordplay to satisfy fans of the series as well as those who enjoy some good Samurai action.

Viz $15.95

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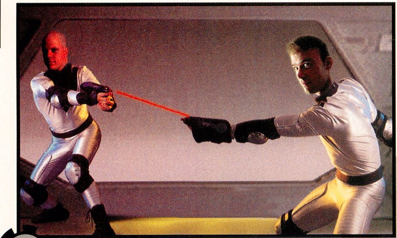
# Laser Tag



Yep, it's back! The late '89s light-gun craze has returned with a new design and a sleek new look. Manufactured by Tiger, Lazer Tag is available in sets of one gun and one "decoy" target or two guns (hit sensors are located on the front of the guns, eliminating the need for chest-mounted sensors). The new gun is smaller and lighter than the original pistol, and straps onto the player's forearm for maximum safety. New features include five more "lives" for a total of 10 hits before a player is out, a Rapid Fire Option, a limited-use "force field" and a single-use "super shot," which does 10 hits of damage. Although we all think the original gun design was much cooler, these are still great deadline fun and good exercise, too! (Snazzy silver jumpsuits not included.)

Tiger $39.95 ⚙⚙⚙⚙

# Play Commander

For those of you out there who like everything about the standard Sony control pad except the directional buttons, the Play Commander is for you. This particular version is one I picked up in Japan, but staff members have spotted similar devices available here for about ten bucks for two pad covers. These lid covers fit snugly over the directional controls and are held in place with adhesive stickies. They are very effective and come recommended.

PS用コントロールアダプター
プレコマンダー
PlayCommander
高価なジョイスティックは無用! これがあれば勝てる!
格闘ゲームで難しかった、あの技が出やすくなる!
OPEN

Various $9.99 ⚙⚙⚙⚙

# MEGA MOUTHS

**Around the *OPM* offices, we like to give shout-outs to each other rather than getting up from our desks. The shout-out tool of choice is the Mega Mouth which comes in a variety of different configurations. The basic setup allows you to warp your voice while others make annoying noises and random music tunes. All of them work as mega phone-like loud speakers which is a necessity in this office full of loud-mouths. Unfortunately, these suckers have been cancelled and can currently only be found in bargain bins at most Kay-Bee toy stores. Actually, this is a good thing—we could only afford them because they were discontinued.**

**Mega company $4.99-8.99** ⚙⚙⚙⚙

# Next Month

## in the Official U.S. Playstation Magazine

### Build the ultimate home theater setup for your PlayStation!

How can I maximize my PlayStation experience? Brent Butterworth, president of CFG labs for *Home Theater* magazine, answers that question with an in-depth feature covering the best televisions and sound systems to hook up a PS to. You don't want to miss it!

Cool Boarders 2
80
TOTAL TRICK
297 PTS

*This awesome sequel tears into the stores and our cover next month. How good is it? Check out our review!*

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## Check Out Our December Demo Disc!

Official U.S. PlayStation Magazine
Demo Disc
SONY

- *Star Wars: Masters of Teräs Käsi*
- *Bushido Blade*
- *Vs.*
- *Jet Moto 2*
- *Cardinal Syn*
- *Ghost in the Shell*
- *Moto Racer*
- *Test Drive 4*
- *One*

• content subject to change

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# YOU SEE A NEW ADVENTURE HERO.

# HIS ENEMIES SEE A

Help Croc, the crusading crocodile rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.

- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.

# NEW SET OF LUGGAGE.

CROC
LEGEND OF THE GOBBOS

www.foxinteractive.com

PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
ARGONAUT SOFTWARE LTD
FOX INTERACTIVE

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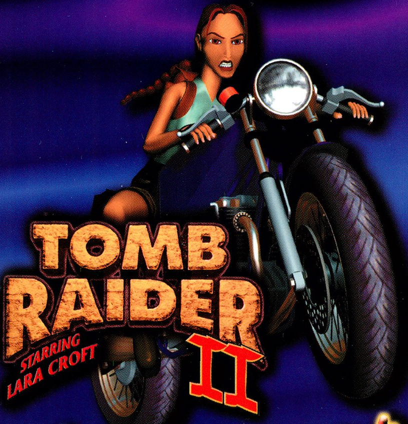
# You've been warned.


TOMB RAIDER II
STARRING LARA CROFT

Watch out for these
**HOT TITLES.**
Coming soon from EIDOS.

IAN LIVINGSTONE'S
DEATHTRAP
Dungeon

FIGHTING FORCE

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